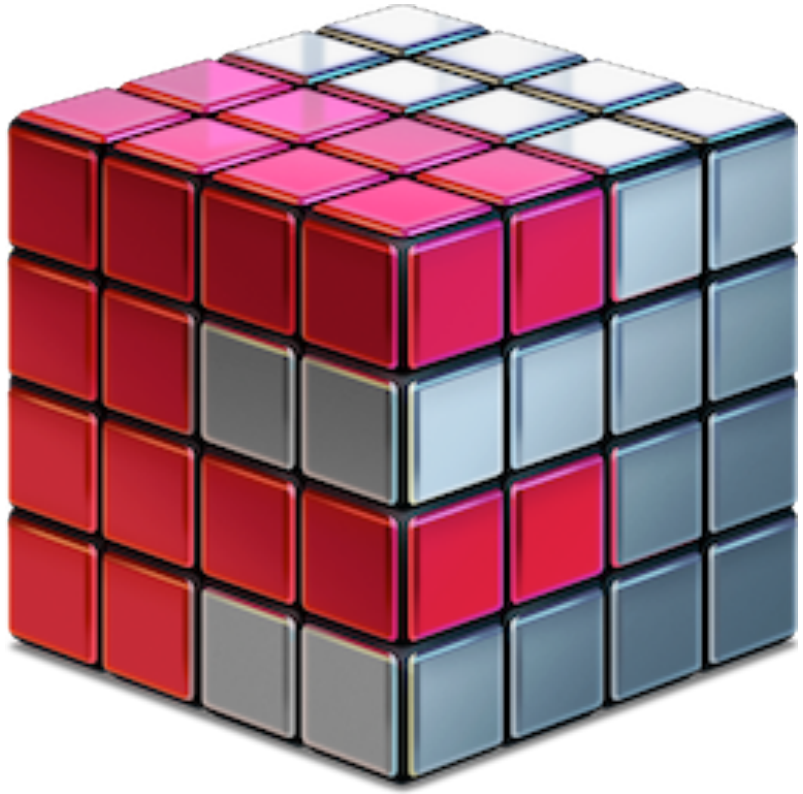
FLUX

USER MANUAL
VERSION 4



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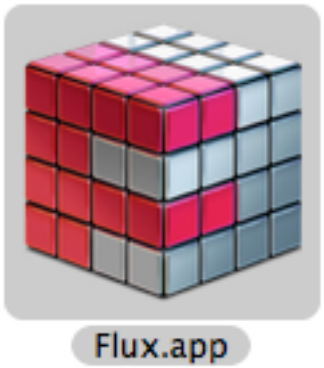
INTRODUCTION

Thank you for choosing Flux. Flux is a XHTML/HTML and CSS design tool for Mac OS X. Flux makes designing web pages easy with a WYSIWYG, drag and drop interface, and uses simple palettes to change CSS values, to simply style up your XHTML pages.

XHTML is the W3C specification for designing web pages, it's a fully documented, validated way of creating web pages which is supported by all modern web browsers.



CSS (Cascading Style Sheets) is a specification for adding style to XHTML (and other) documents, so all page content can be held in XHTML, and all styling information can be held in the CSS file, making for a simple and more clean site structure.

Flux brings XHTML, CSS and an easy Mac interface together to let novices and professionals create amazing websites.
If you are already a Flux user, upgrading to Version 4, then the following sections will be of most interest, as they describe the most significant new features.

Freecode
AutoComplete
Publishing

GETTING STARTED

Getting started in Flux is simple, you can create a brand new website from scratch, a website based on one of the many templates provided by Flux, or use an existing XHTML compliant website you created in another package. You need to start by launching Flux by double-clicking it's icon in your Applications directory:

CREATING A WEBSITE PROJECT

In Flux, you can either start a project from scratch, create one based on one of the supplied templates, or import one of your existing sites.

CREATING A PROJECT FROM SCRATCH
To create a new project, simply choose 'New' from the File menu. You will then be prompted to choose a location and name for your project. You will also be asked if you want to create a HTML file and CSS file to get you started, if you've never created website before, this is a good starter.

CREATING A PROJECT BASED ON A TEMPLATE
Flux is supplied with a number of templates that can make a great starting point for a new website. To create a site based on a template, simply choose 'New with Template...' from the 'File' menu

IMPORTING AN EXISTING SITE
You can import an existing site by simply selecting the containing folder of the site after choosing 'Open..' from the File menu , Flux cannot open individual pages such as index.html

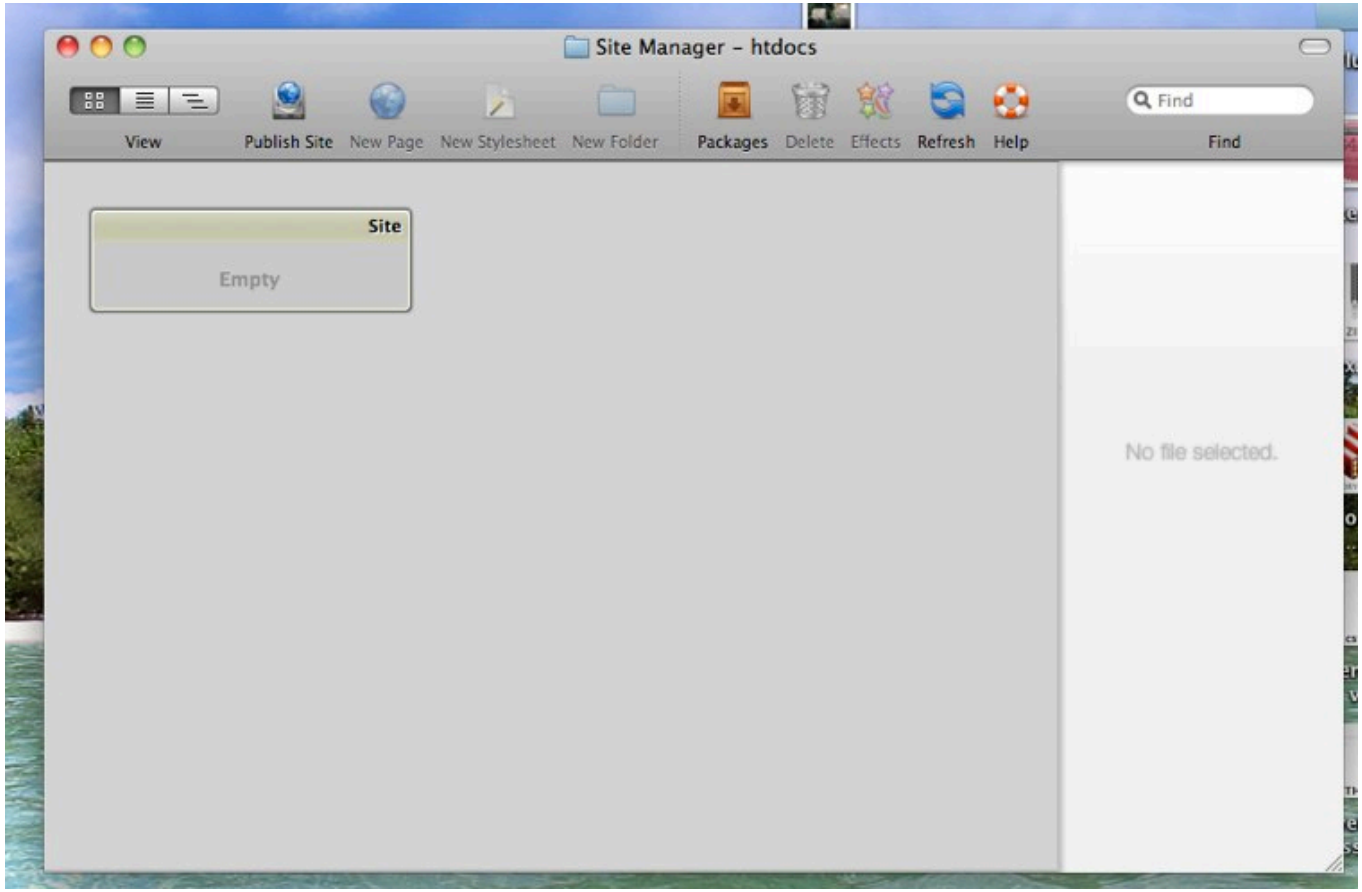
TIP
It's best just to use normal characters in your site name, avoid quotes and other special characters.

CREATING A WEBPAGE

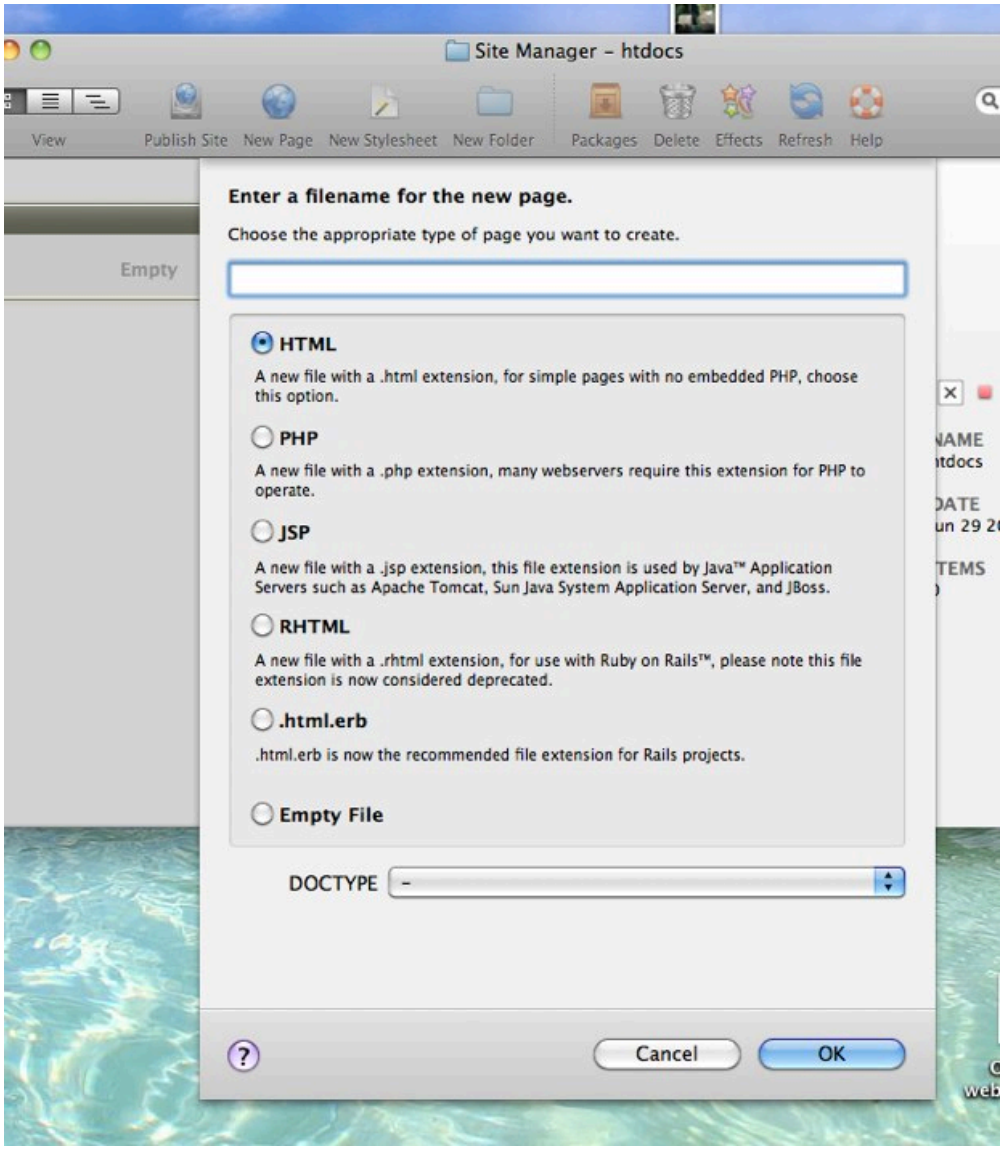
Once you have created a website, you'll need a page to put in it.

STEP 1
First, open your site in Flux by choosing in the Open Dialog, that is accessed from the File->Open menu item.
If you have accessed the project before, it may also be in the 'Open Recent' menu, which is also in the 'File' menu.

STEP 2
Once you have open the project, you will be presented with the Flux Site Manager, like the one below



STEP 3
Select the folder that you want to create the page in, and press the 'New Page' toolbar button, and a sheet will appear to let choose what kind of page you want to create.


Site Manager – htdocs
View
Publish Site
New Page
New Stylesheet
New Folder
Packages
Delete
Effects
Refresh
Help
Empty
Enter a filename for the new page.
Choose the appropriate type of page you want to create.
HTML
A new file with a .html extension, for simple pages with no embedded PHP, choose this option.
PHP
A new file with a .php extension, many webservers require this extension for PHP to operate.
JSP
A new file with a .jsp extension, this file extension is used by Java™ Application Servers such as Apache Tomcat, Sun Java System Application Server, and JBoss.
RHTML
A new file with a .rhtml extension, for use with Ruby on Rails™, please note this file extension is now considered deprecated.
.html.erb
.html.erb is now the recommended file extension for Rails projects.
Empty File
DOCTYPE
Cancel
OK

Enter a name for your new page, the usual name for the first page in a website is index.html, so enter 'index' into the name field, the extension will be added automaticaly.

You can also choose what type of page you want to create, for a normal page, choose 'HTML'

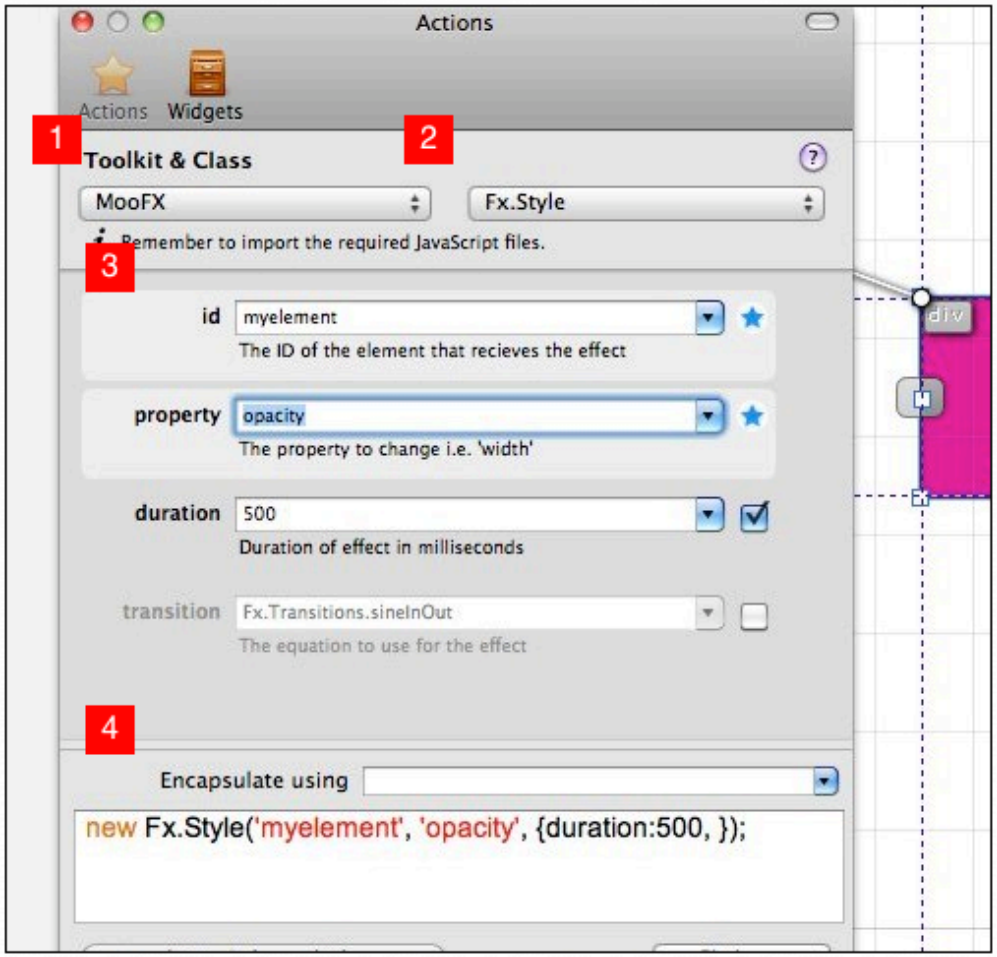
You can also choose what type of DOCTYPE to use, choose the one most appropriate to your page. Many people like to use XHTML, as it's often considered more modern and cleaner than HTML.

Press '**OK**' and the new page will be created.

DONE!
The new page has been created.

TIP
Not all servers are created equal.
Best practice to ensure your page names cause no problems follow these simple rules:
1. Start the name with a letter.
2. Use letters a to z in lower case.
3. Use numbers 1 to 0.
4. You can use hyphens (-), underscores (_) and periods (.).
5. Do not use spaces.
6. Do not use special characters.

ACTIONS



1. Choose which Toolkit to use, or 'Simple' for built-in JavaScript functions.
2. Then choose which method or function to use from the toolkit.
3. Now fill in the fields with parameters, these will change depending on the toolkit you are using.
4. You can now attach the created Javascript call to the selected element, or copy it to the clipboard for use in the **Code Editor**.

ATTRIBUTES

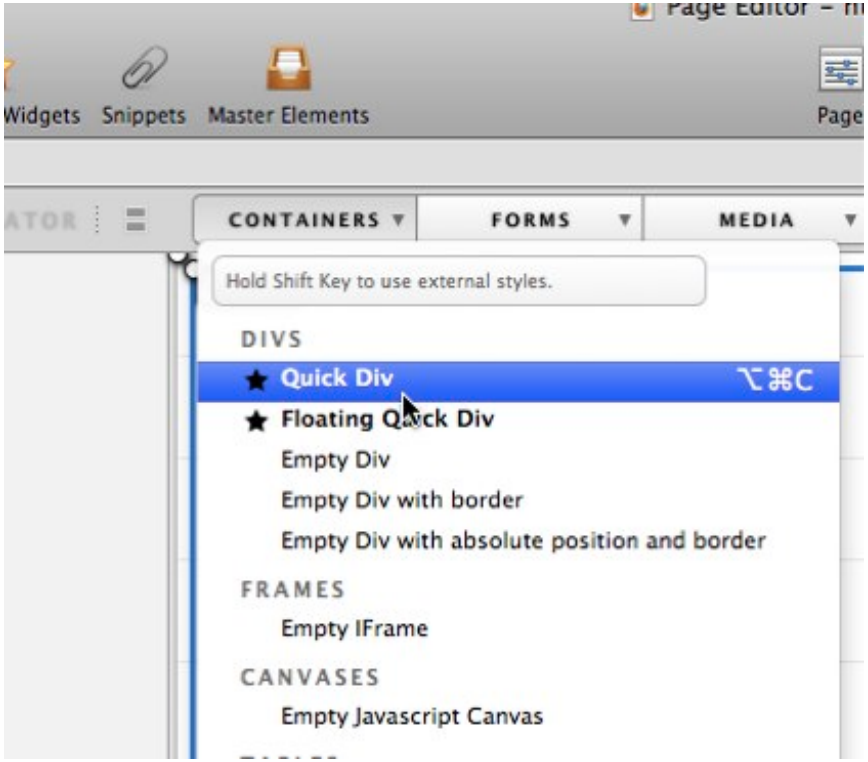
INTRODUCTION

Most aspects of the appearance and behaviour of elements on a webpage are controlled by the attributes of those elements. Everything from simple background fills to complex AJAX functionality all involve changing attributes of elements.

In Flux, attributes are changed using the **Inspector** and you can change most attributes with standard Mac controls, and no HTML coding at all.

CREATE A DIV TO BE CHANGED

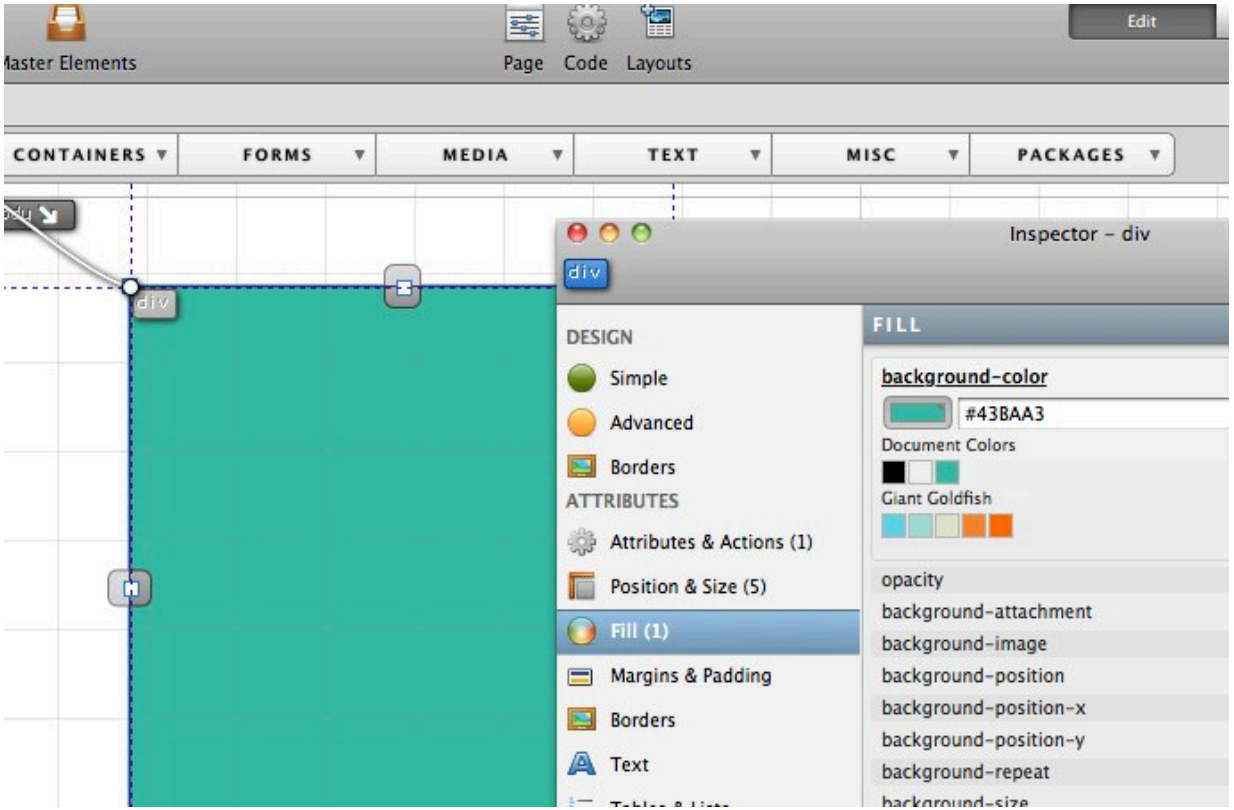
To get started, first create a Div on the page, you can do this using the **Quick Div** function. This will put a simple Div onto your page, ready to be changed.



SETTING SIMPLE ATTRIBUTES

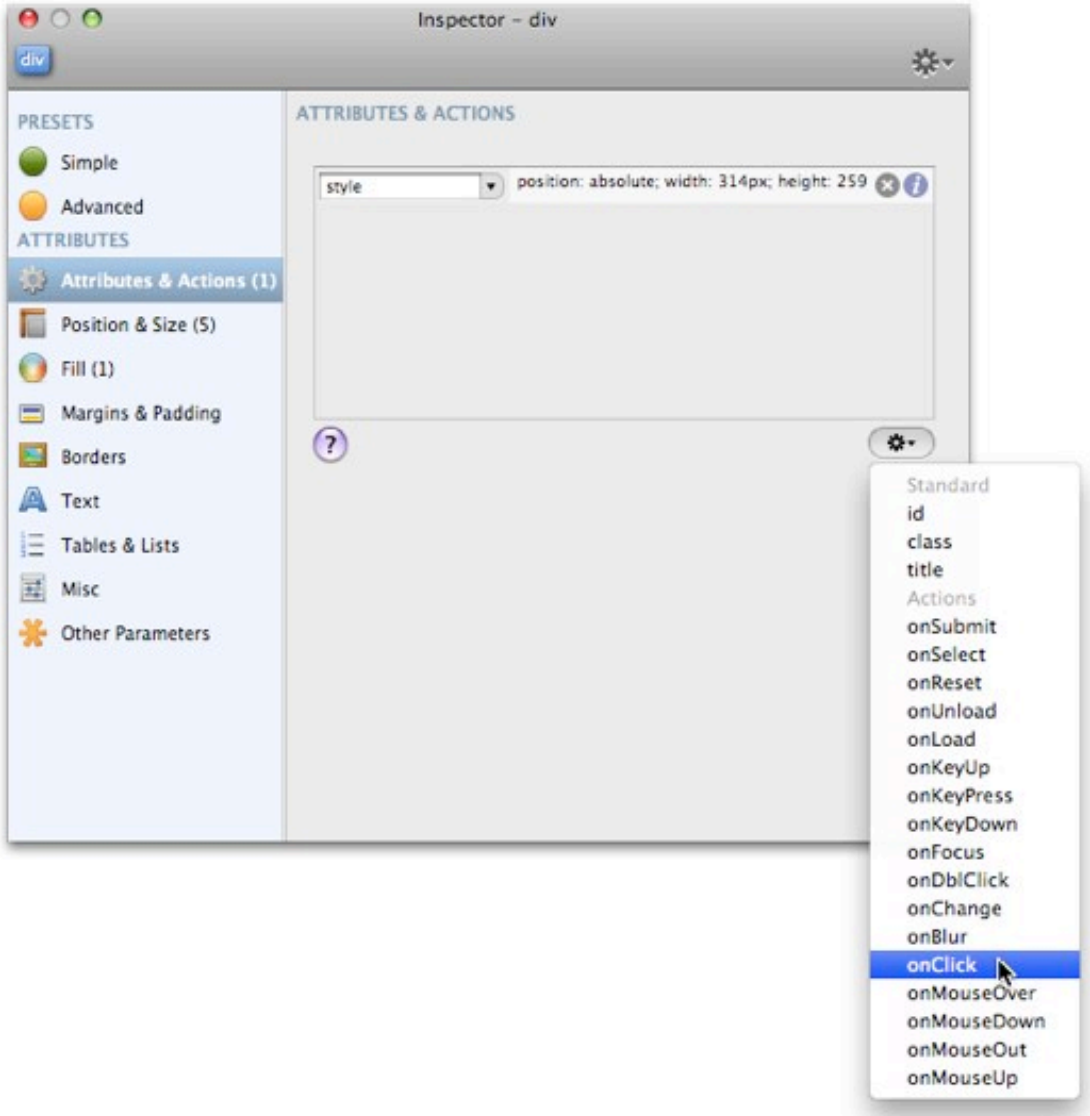
Now select the Div, and open the **Inspector** from the toolbar.

You can now start to change basic attributes of the selected div, we will start by changed the background colour. You will see in Flux that categories of attributes are listed in the left column of the Inspector, this is because there are so many HTML attributes that we need to sort them into a manageable list. You will see that there is a category called "Fill". If you click this category, you will see all the different types of fill available. By clicking any of the fill attributes, you get the opportunity to edit them. Now click background-color and now you can choose a new colour for the div.

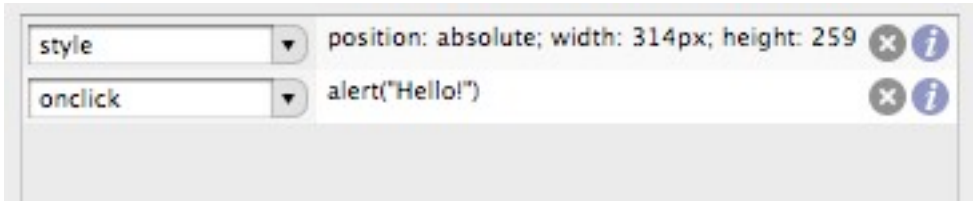


SETTING MORE ADVANCED ATTRIBUTES

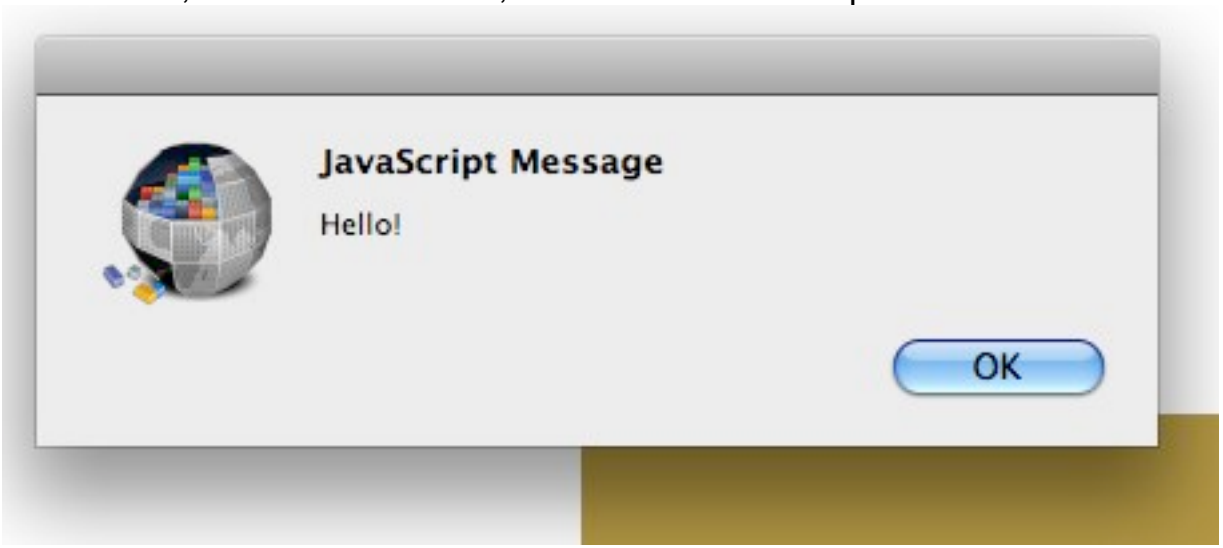
Now select **Attributes & Actions** and select to add a new action. For this action, we will choose the onClick action, so that when a user clicks on the div, we know about it can can run some JavaScript.



We can now enter some simple JavaScript, in this case we will choose to show a simple alert window to say the word "Hello!".



Now when we show the page in **Preview**, and click on the Div, it will show a Javascript alert window.



SITE MANAGER

INTRODUCTION

The Site Manager is where all the files of your site are manager, HTML, CSS, images, and all other files are shown in this window.

VIEW OPTIONS

In the Site Manager you can view your files in 3 different ways.

The first in the control, is the Site View, where you can see the whole layout of your site.
The second is a simple list view, very similar to the list view in the Finder.
The third, is an outline view, again, very similar to what can be found in the Finder.

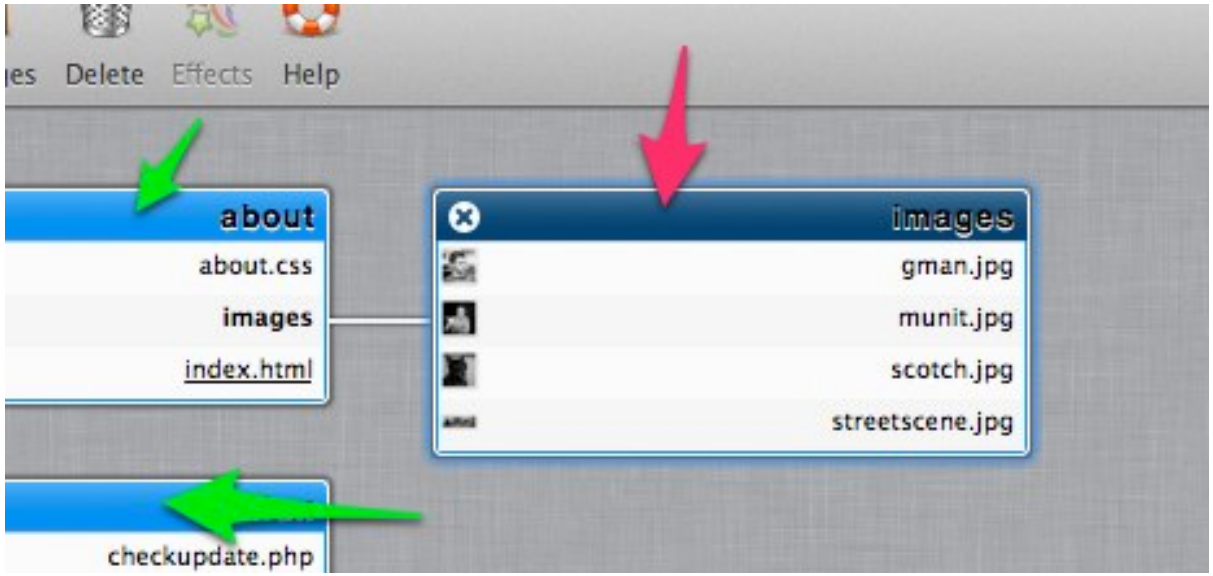
ADDING FILES TO YOUR SITE

The Site Manager support drag and drop, so you can simply drag a file from the Finder to the title bar of the folder in the Site View.

New in Version 4 is the ability to copy and paste files into your site, simply select the file in the Finder you want to copy, and copy it to your clipboard Command - C. Select the folder by the title bar in the Flux Site Manager, and paste Command - V.

In the Screengrab to the right, the folder pointed out by the pink arrow is selected, the other two (green arrows) are not.

To delete a file, simply select the file and hit the backspace key.



TIP
You can change the color of the Site Manager folders in the Preferences.

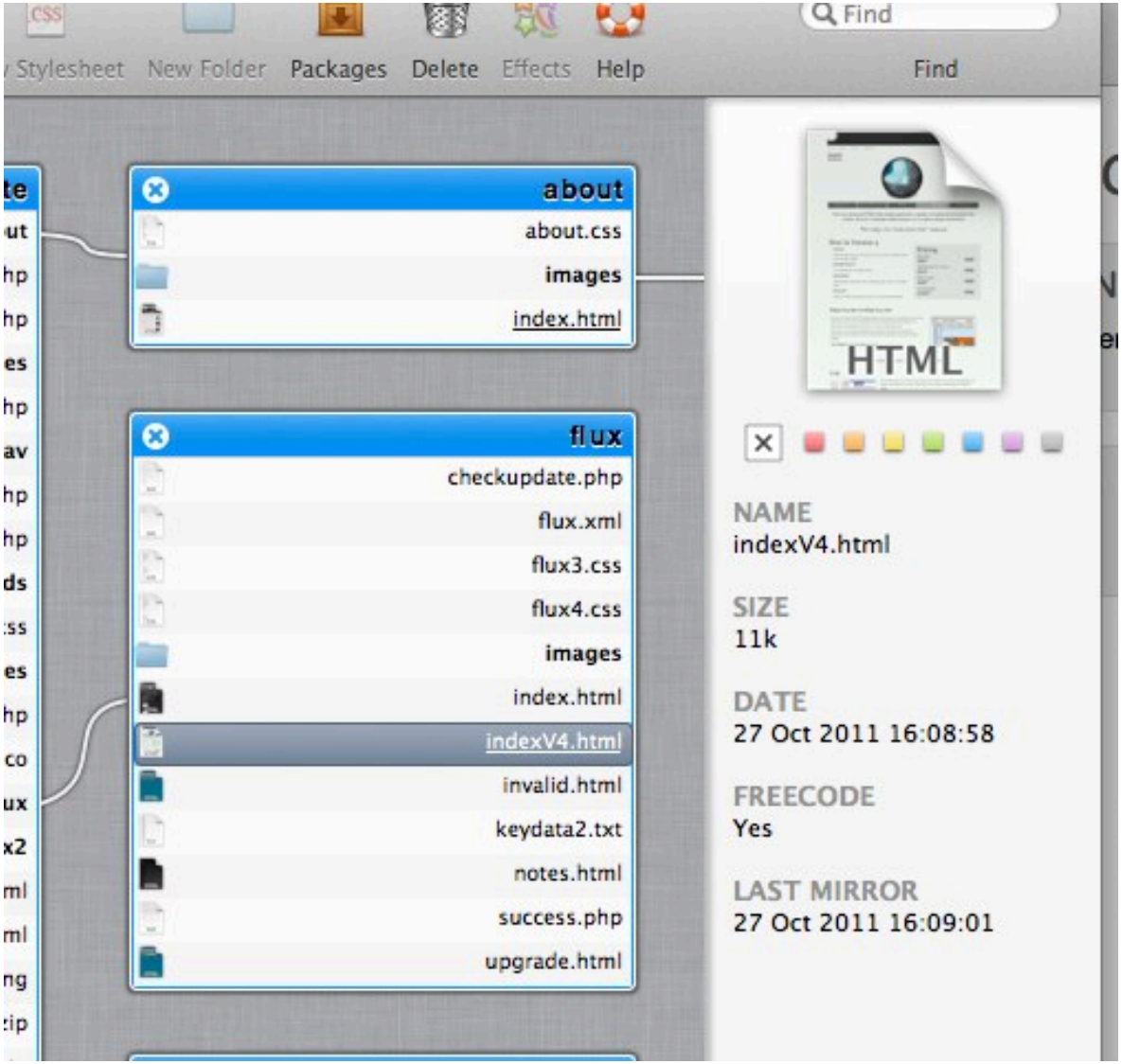
DETAIL VIEW

In the screengrab to the left, we can see the Site Manager detail view, where more information is displayed about the selected file.

Here we can label files, find out more about this here.

The detail view will also tell us is the file uses FreeCode. Note, the filename is underlined in the Site Manager if it uses FreeCode.

The detail view also displays the 'Last Mirror' date and time. So we know when the file was last mirrored to a remote server.

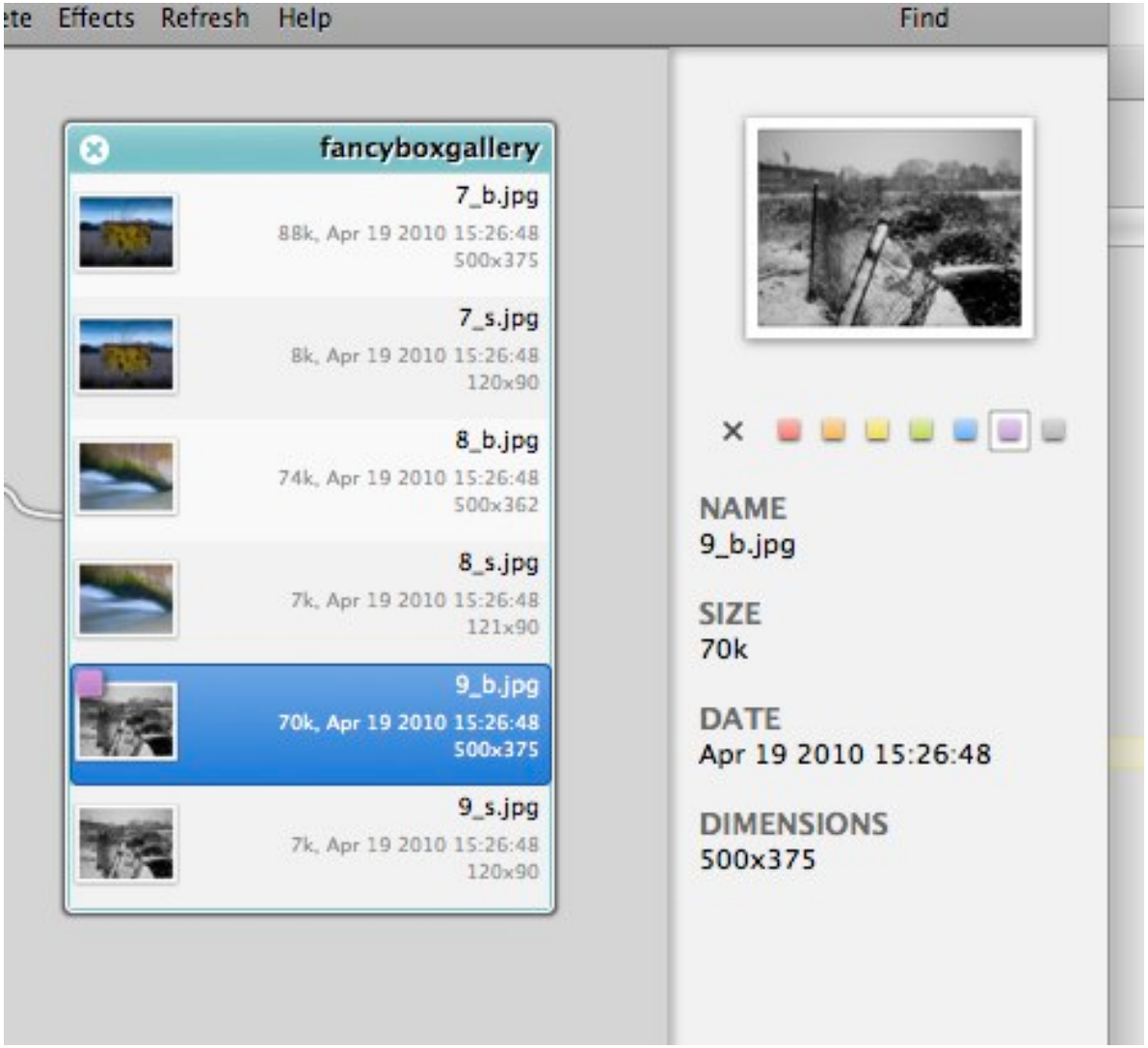


LABELS

Flux fully supports Finder-style 'labels', where you can assign a colour to a file to help your organise them in a less formal way than the directory structure.

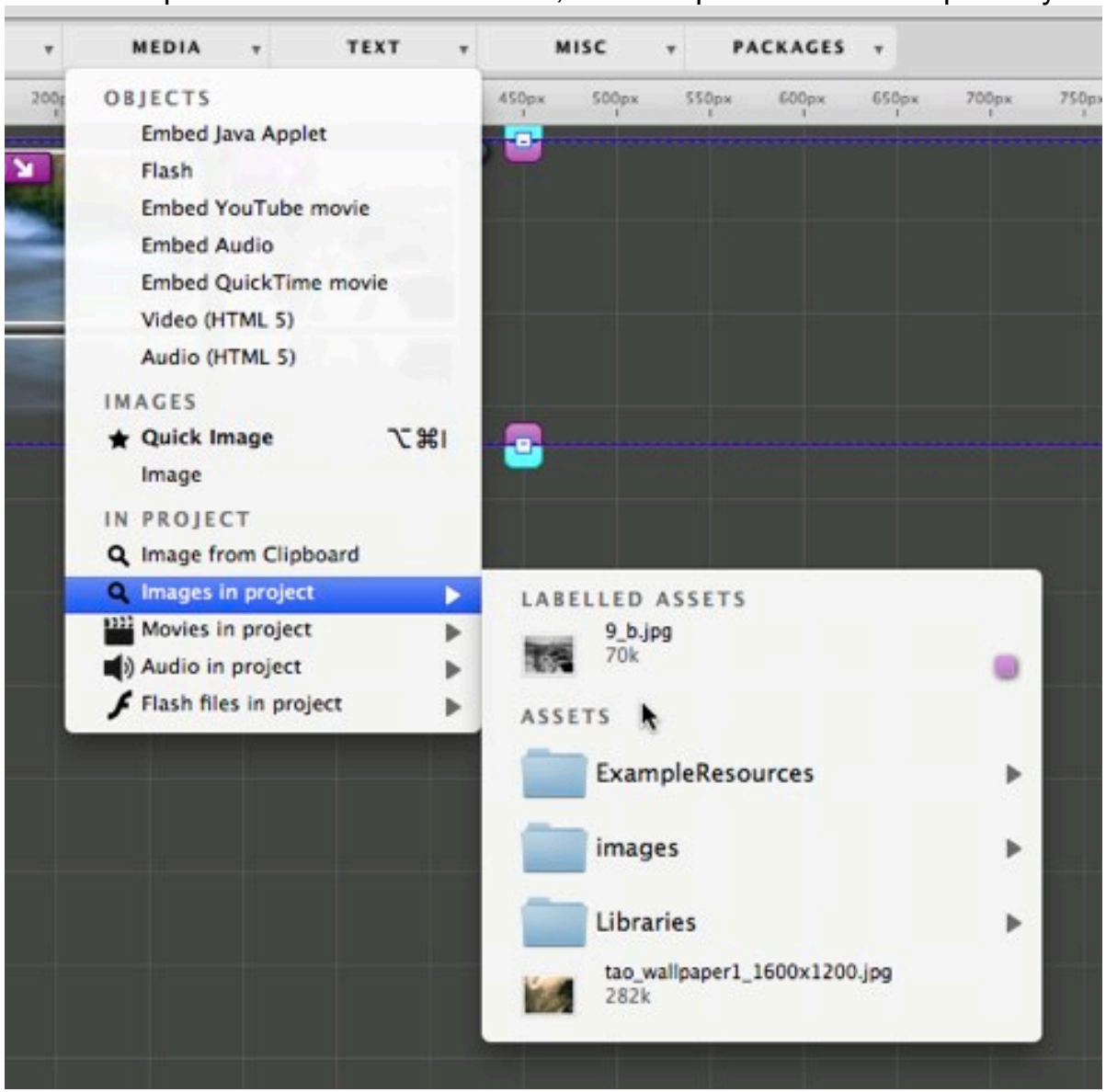
LABELLING FILES

You can label files in the Finder, in the usual way, or select the file in Flux's Site Manager and label a file there, the end result is the same.



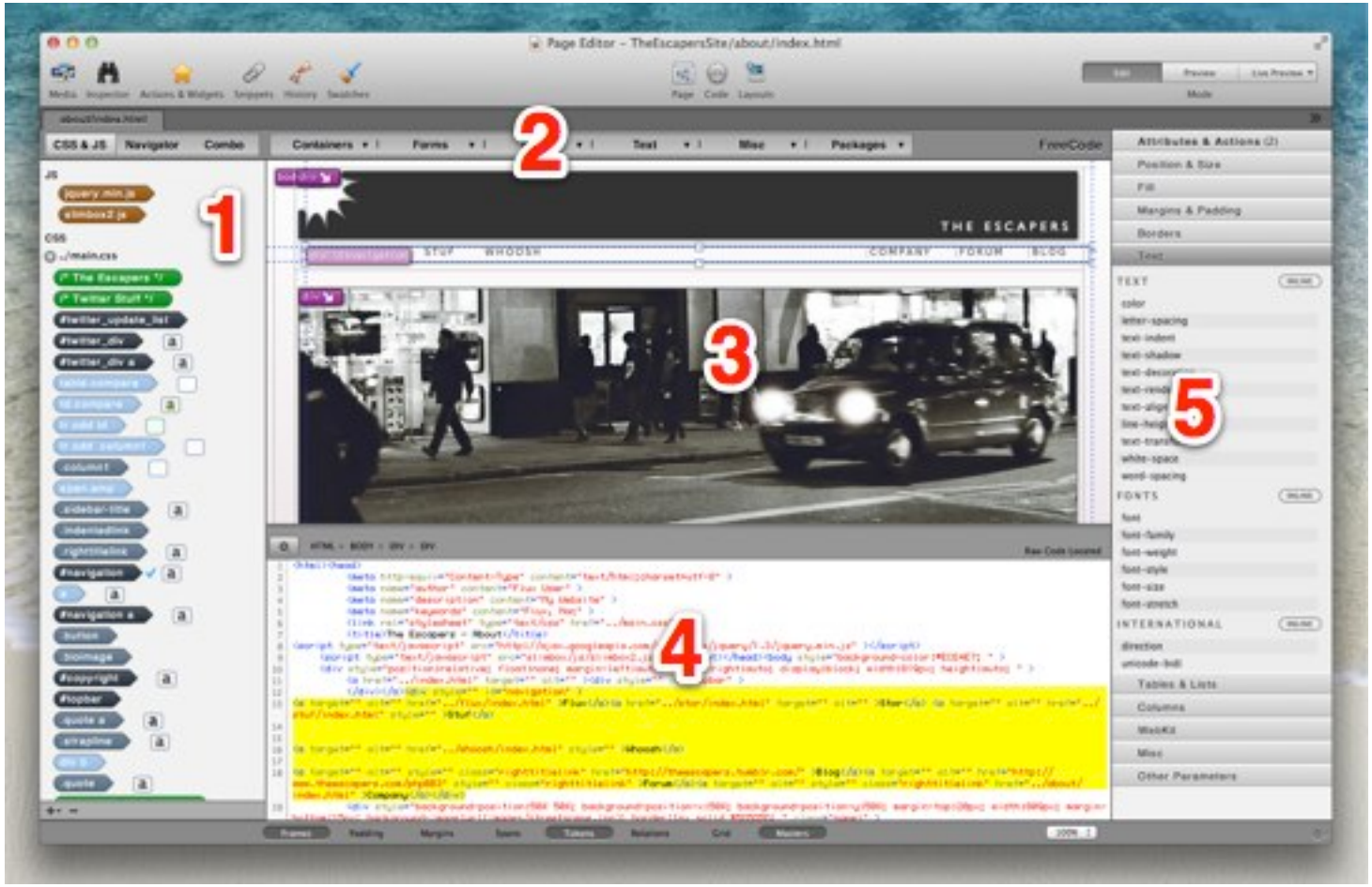
USING LABELLED FILES

To enable quick access to labelled files, Flux will put them at the top of any asset menu.



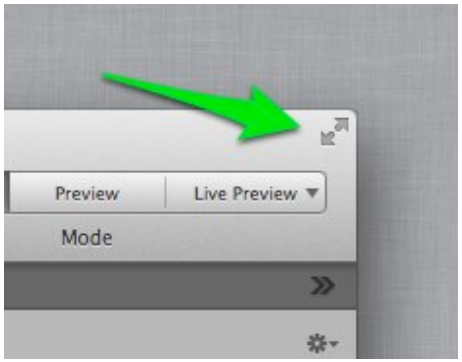
PAGE DESIGNER

The Page Designer in Flux is where HTML designs are created.



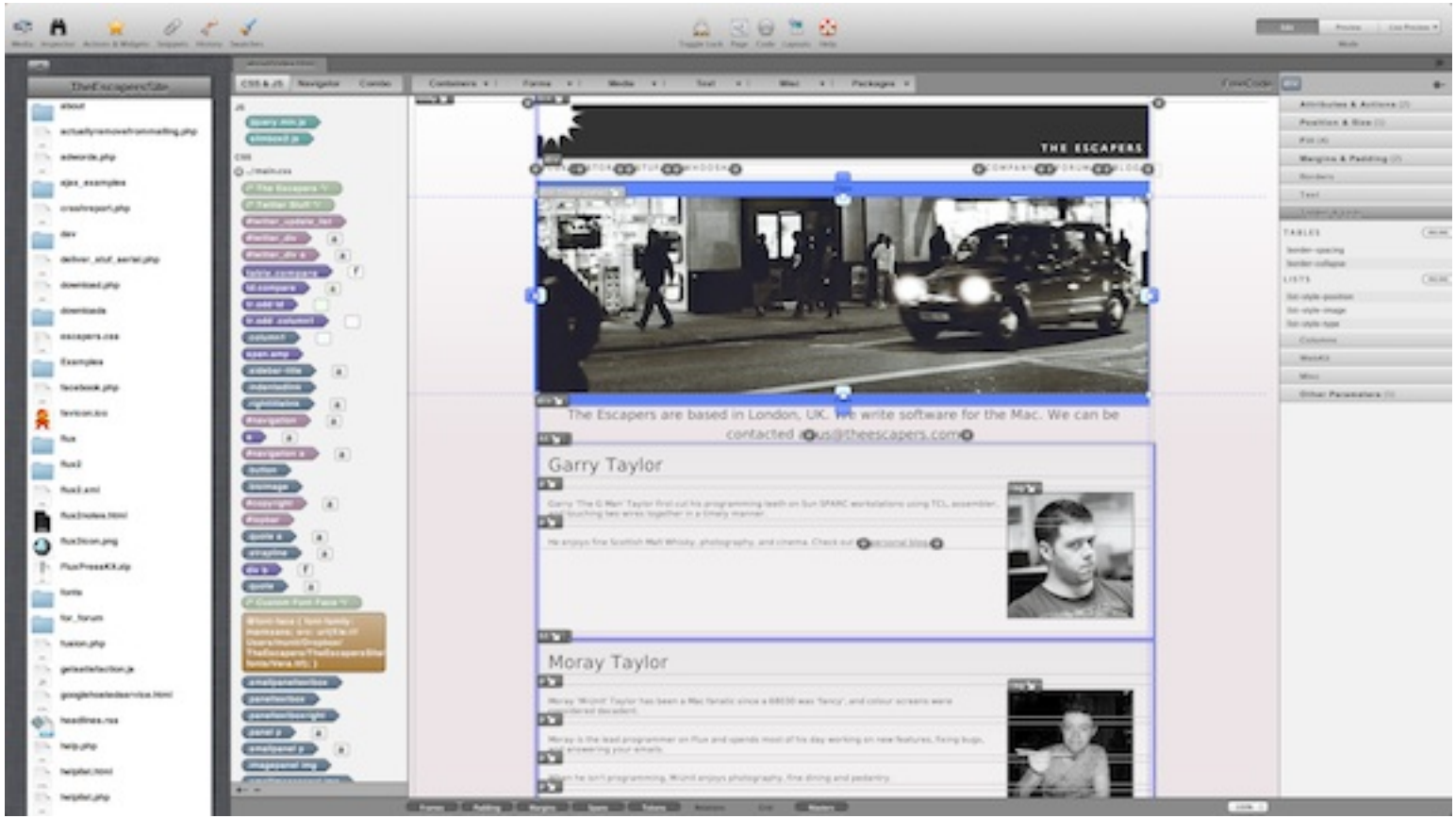
1. Style Navigator
2. Object Library
3. Design View
4. Code Editor
5.Embedded Inspector

FULLSCREEN

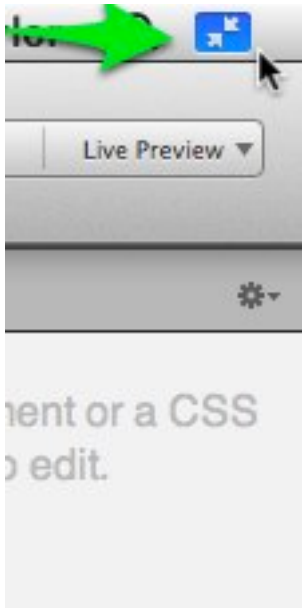


Flux fully supports Full Screen in Lion. To turn on Full Screen, click the icon in the top right of the window. Please note that Full Screen mode in Flux required Mac OS X 10.7 (Lion) and will not work in any older version.

When using the Full Screen mode, you can also enable the Embedded Site Manager, so it easy to access all the assets of your site without leaving the Full Screen view. You can toggle this option with the Toggle Site Manager menu item in the View menu.



The Embedded Site Manager supports drag and drop, so you can easily drag images and other assets to your page.



To leave Full Screen mode, move the mouse pointer to the top right of the screen, and click the blue button shown in the image above.

INSPECTOR

The Inspector is used to change the properties of all elements and rules, and the attributes of elements (rules do not have attributes.)

INTRODUCTION

As of version 4, Flux has two Inspector mode, one is floating like in previous versions, the other is embedded into the Page Editor window.

FLOATING INSPECTOR

The floating Inspector can be toggled using the '**Inspector**' button on the main toolbar, or the '**Inspector**' menu item in the View menu.

EMBEDDED INSPECTOR

You can toggle the Embedded Inspector from the **View** menu, using the **Toggle Embedded Inspector** item.

You can use both Inspectors at the same time if you want to.

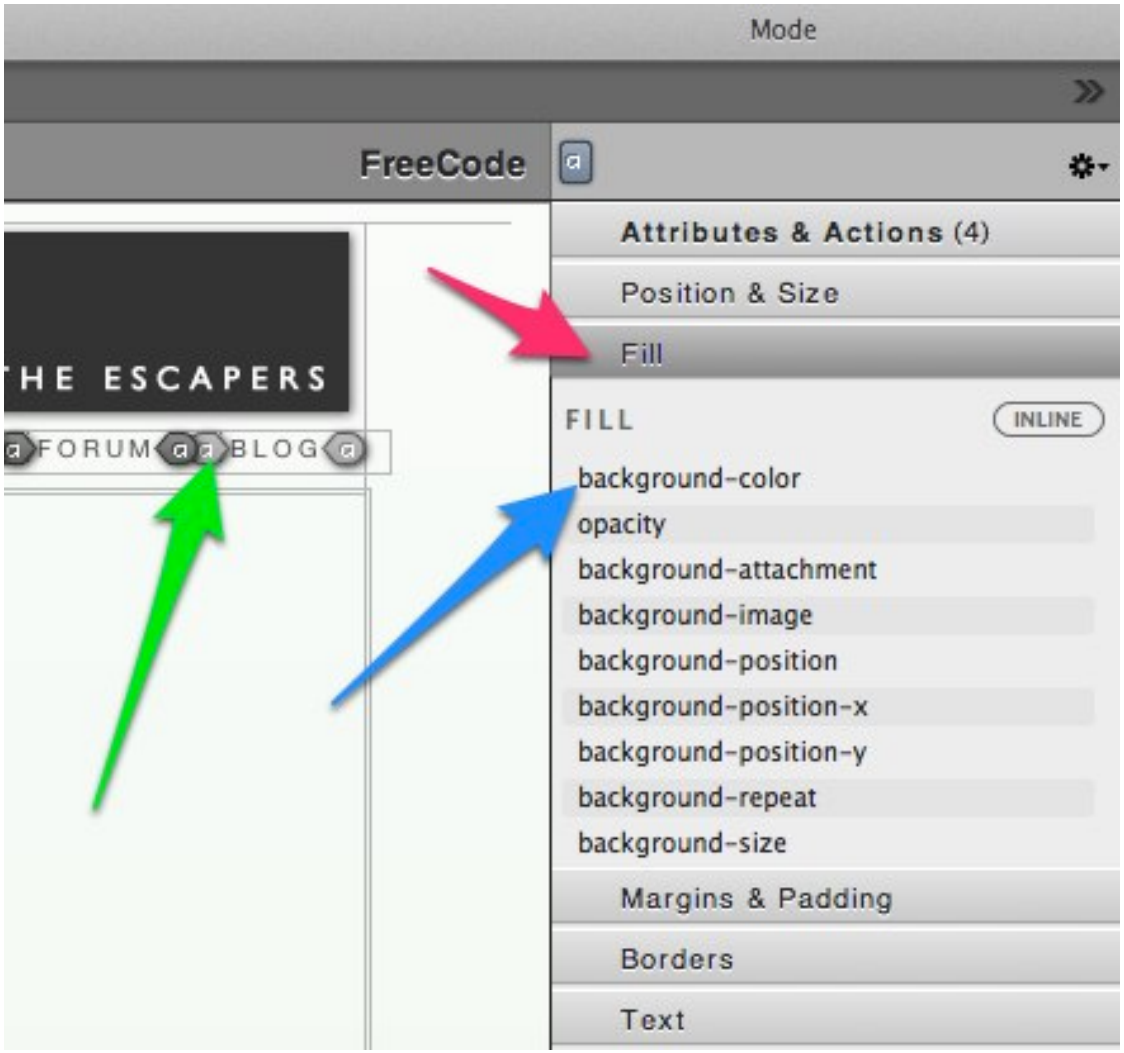
TIP
You can toggle the collapse state of all sections by holding the Option key when toggling.

If you want to only have a single section of the Embedded Inspector visible at any one time, use the **Concertina Mode** in the 'gear' menu.

USING THE INSPECTOR

Both types of Inspector work in fundamentally the same way. There are 'sections' of properties, for example the Text section contains all the properties relevant to text and paragraph styling.

In the screengrab to the right, an element to modify has been selected (green arrow), a 'section' selected (pink arrow), and now we can change the background-color property by clicking it.



The property can usually be editing using an 'assistant control', in this case, it's a color well, and some useful colors, such as the colors already in use in the document, and the current Swatch.

TIP
If you can't see these assistants, make sure sure the Use Assistant Controls menu is checked in the 'gear' pop up menu.

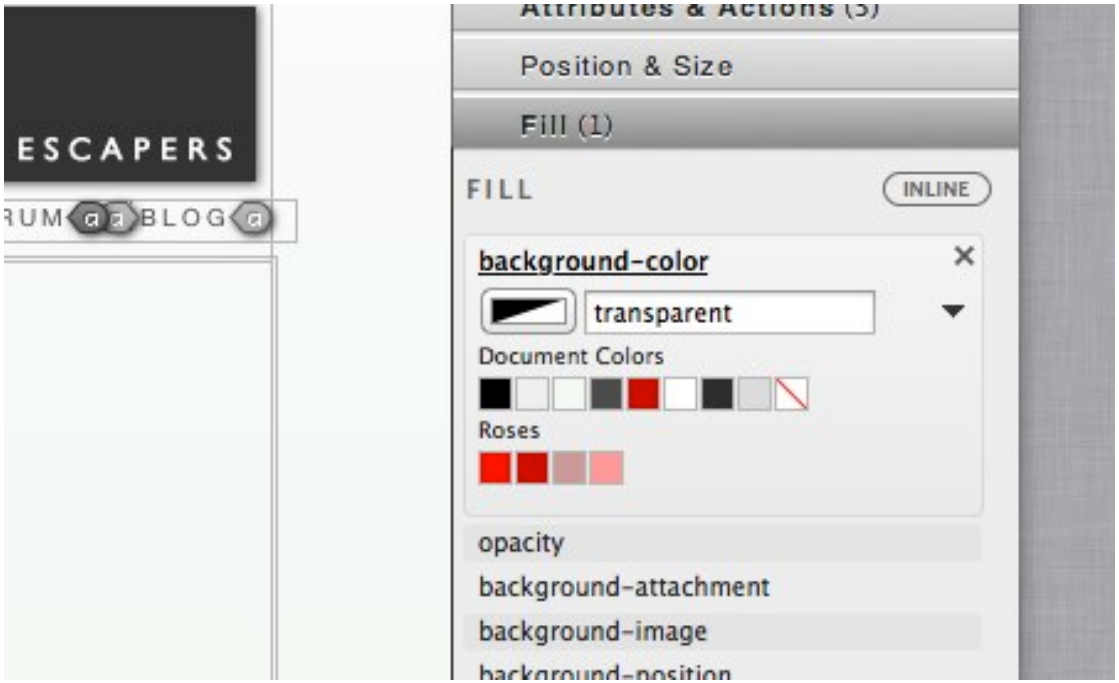
By clicking a property, such as background-color, we are enabling it on the selected element, which can be an element on the page, or a CSS rule. After enabling it, we need to give it a value, the 'assistants' make this quite simple.

To disable the property, so that it is no longer declared in the CSS, simply click the small 'X' icon at the top right of the property.

The floating Inspector works in the exact same way, there is no functional difference between them, so whenever this manual or a screencast instructs you to use the Inspector, you can use either

THE INSPECTOR AND CSS RULES

CSS Rules are edited in the exact same way as on page elements, however, CSS rules do not have the Attributes & Actions section of the Inspector, as CSS Rules do not have attributes or actions.



THE INSPECTOR AND FREECODE

The Inspector works the same in FreeCode as it would normally. There is subtle difference however.

When not in FreeCode, the Inspector will display the properties that are parsed and interpreted, i.e. If the property is invalid in the code, then it won't display in the Inspector.

In FreeCode, the values in the Inspector are taken directly from the code, so invalid values will still appear, so can be corrected.

CONTRIBUTORS IN THE INSPECTOR

Contributor styles are listed in the left column of the floating Inspector, and in the 'gear' menu in both the Embedded and Floating Inspector.

Contributors are shown when the selected element is selecting a CSS rule.

For example, if you have a 'body' CSS rule defined, with some properties in it, and you select the body element on the page, then this 'body' rule will be shown as a contributor. This is because the 'body' CSS rule is contributing to the style of the body element.

Another example would be to have a DIV element with the class attribute set to 'mystyle' and have a rule called '.mystyle'.

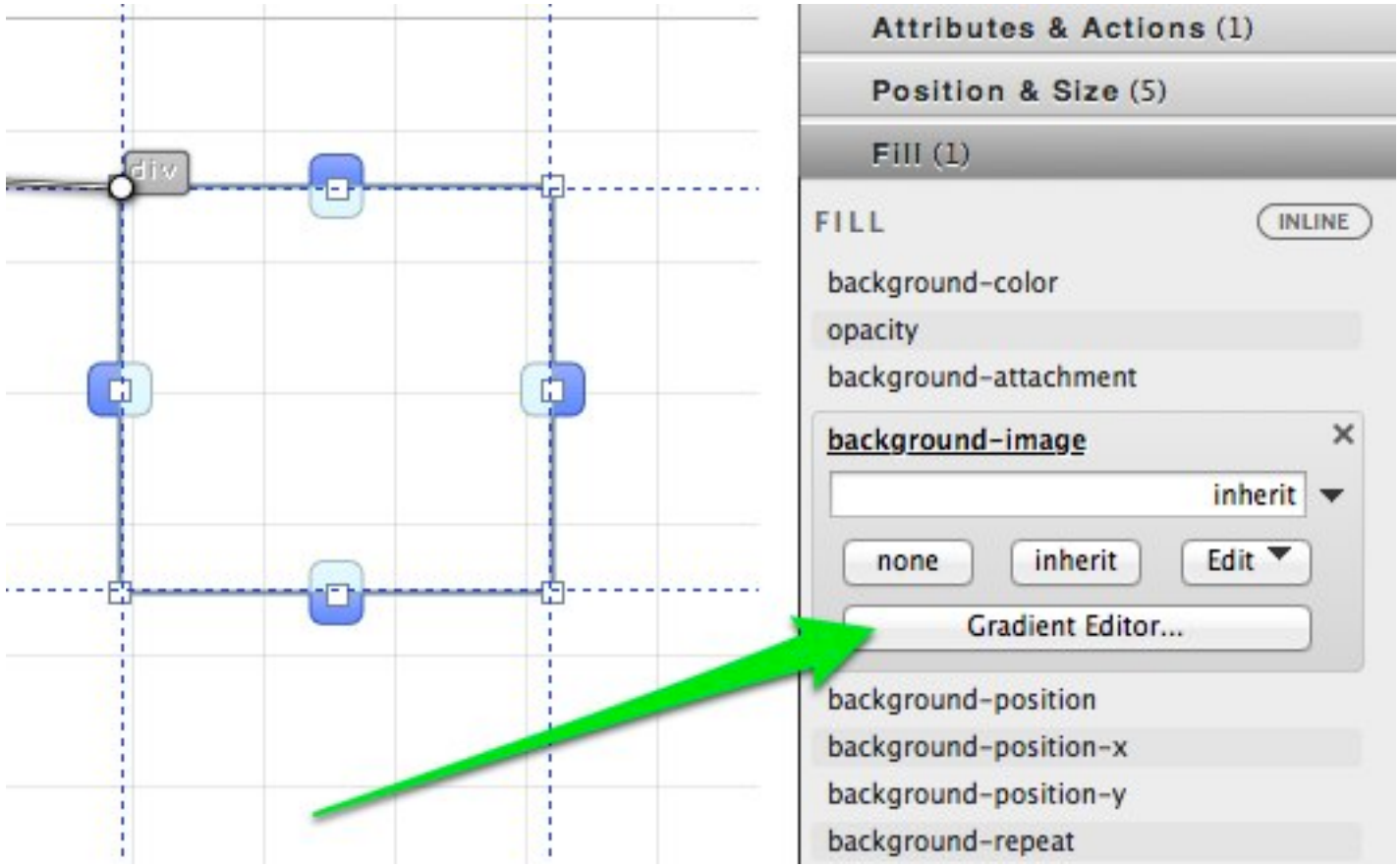
You can read more about CSS selectors here.

GRADIENTS

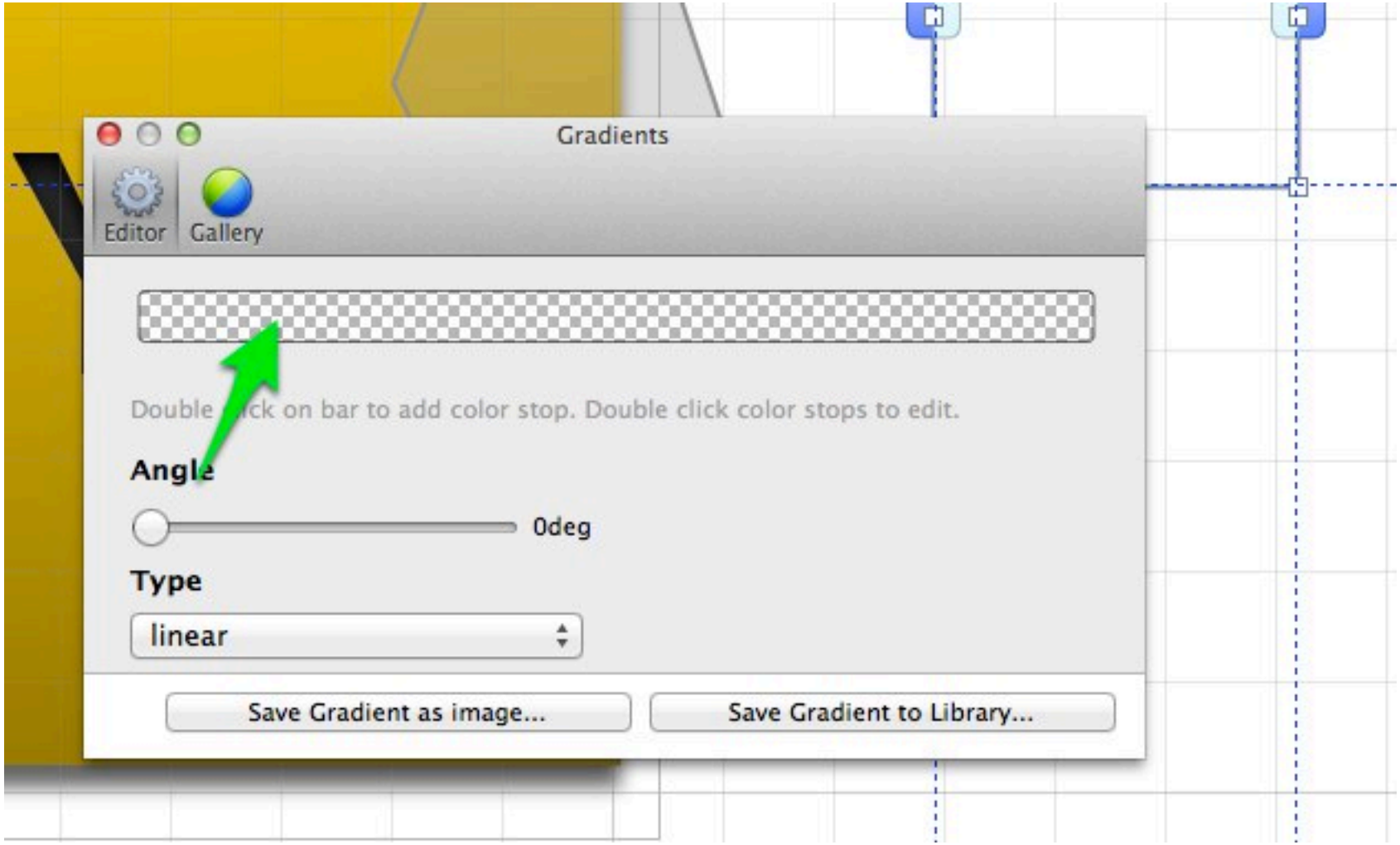
Flux 4 introduces much more comprehensive support for CSS gradients. In addition to editing gradients, and saving them for later use, you can also export rasterized versions for use in browsers that do not support CSS gradients.

APPLYING A GRADIENT TO AN ELEMENT OR CSS STYLE

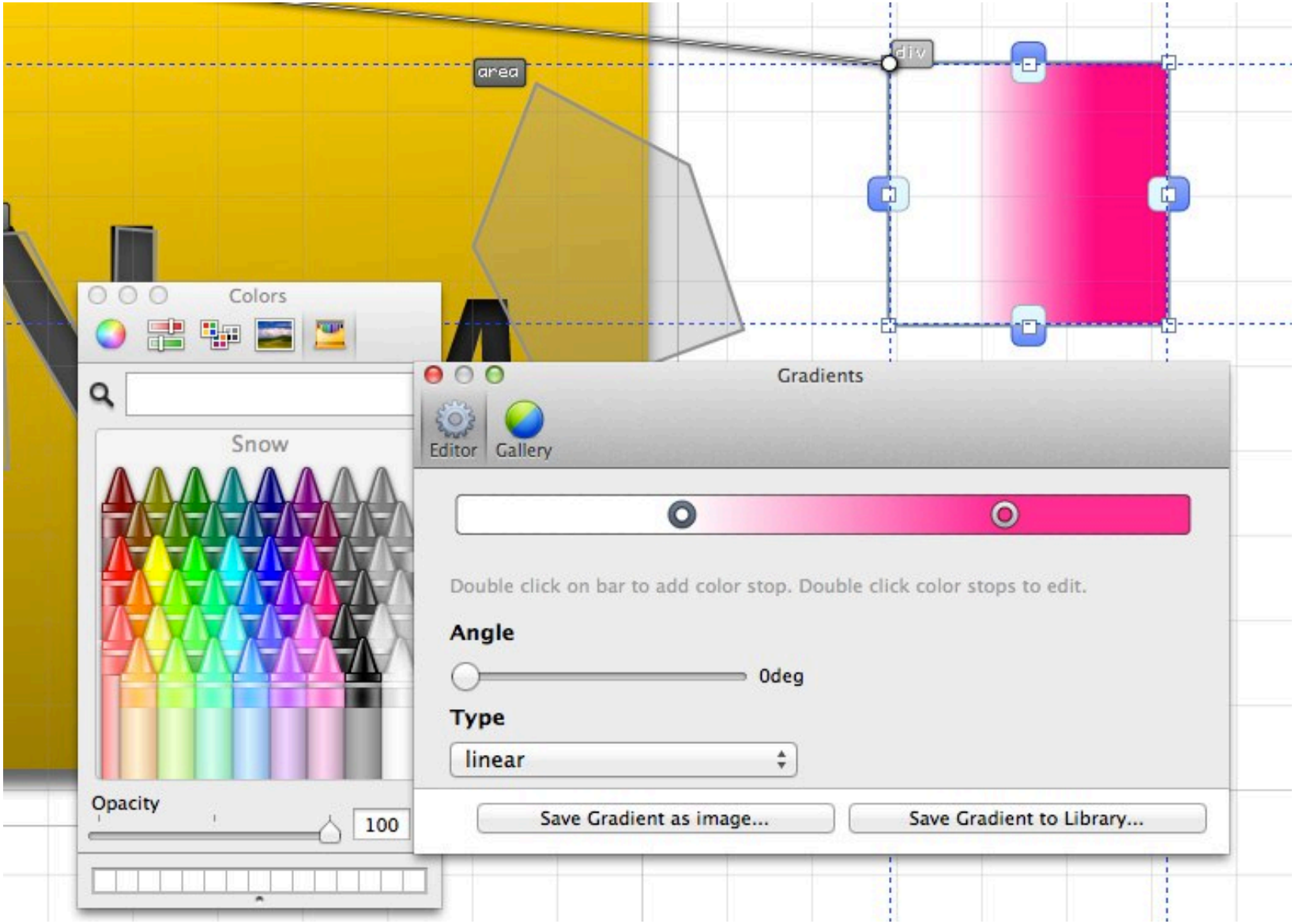
Select the element or style you want to apply a gradient to and press the 'Gradient Editor' button which is in the 'background-image' property in the 'Fill' section of the Inspector.



You must have at least two colour 'stops' in you gradient, which are created by simply double clicking the position you want the stop to be. Stops can be dragged to other locations by simply moving them by dragging them with your mouse or trackpad.



The colour of the stop can be adjusted by double clicking the stop, and using the standard colour picker to choose the new colour.



SAVING A GRADIENT

If you have made a complex gradient, that you'll want to use again in Flux, press the **Save Gradient to Gallery**... button, and enter a name for the gradient. It will then be availble in the 'Gallery' section of the Gradient Editor palette.

EXPORT A GRADIENT AS AN IMAGE

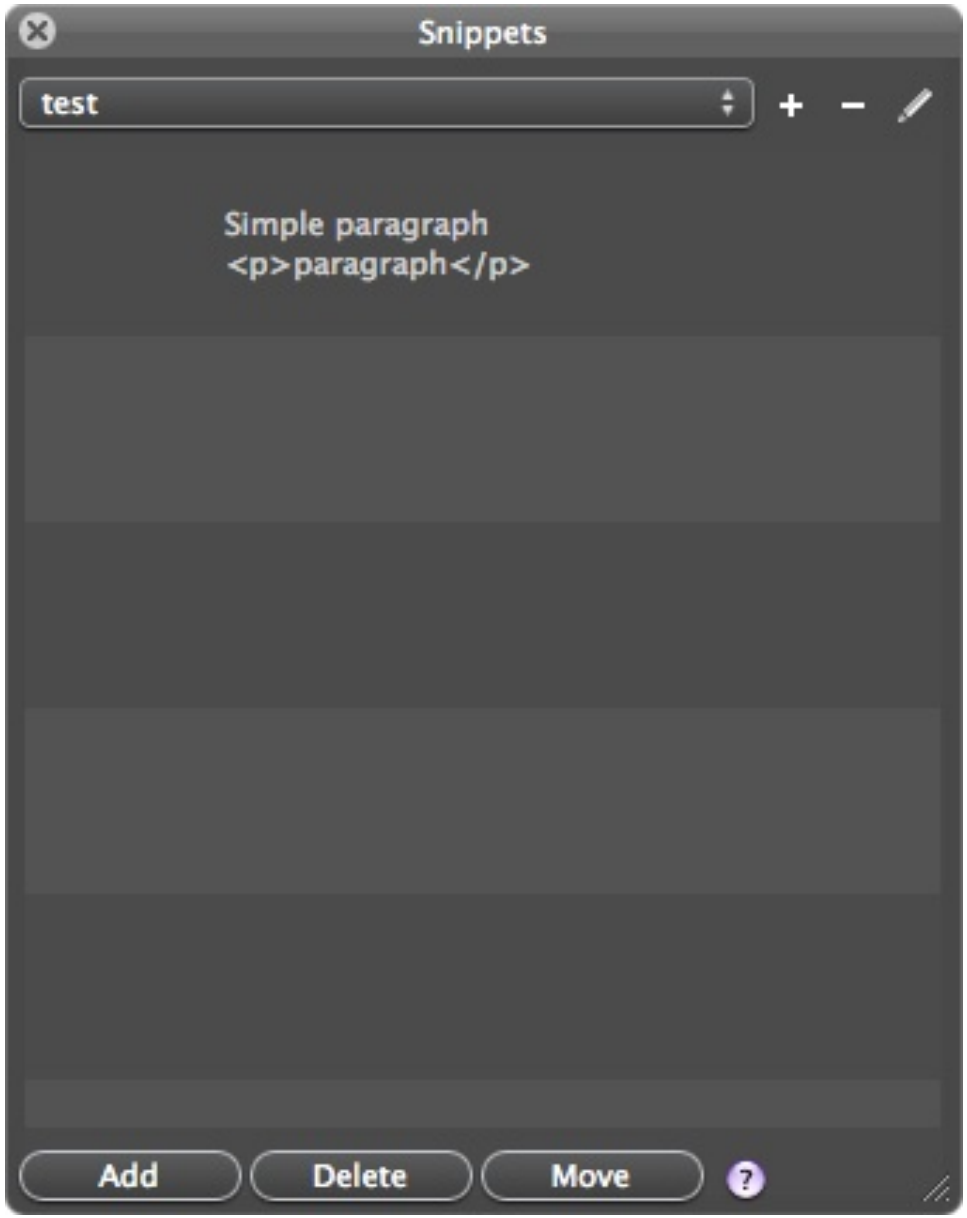
Support for CSS gradients is still not widespread, so rather than use the CSS version, Flux can create a rasterized version as a PNG or JPEG.

Press the **Save Gradient as image**... button, and save the image where you want it in your project. Make sure the dimensions are correct. When using Linear gradients, you can make the files smaller by making the dimension of the image very thin, and tiling it when you need to use it.

SNIPPETS

The Snippets windows allows you to collect, organise and use snippets of code.

Snippets can be arranged into collections, and when you want to use them, simply drag them to the code editor to paste them in.



ADDING SNIPPETS

Select an element on the page you want to add, and choose Add Element to Snippets from the contextual menu.

EXPORTING SNIPPETS

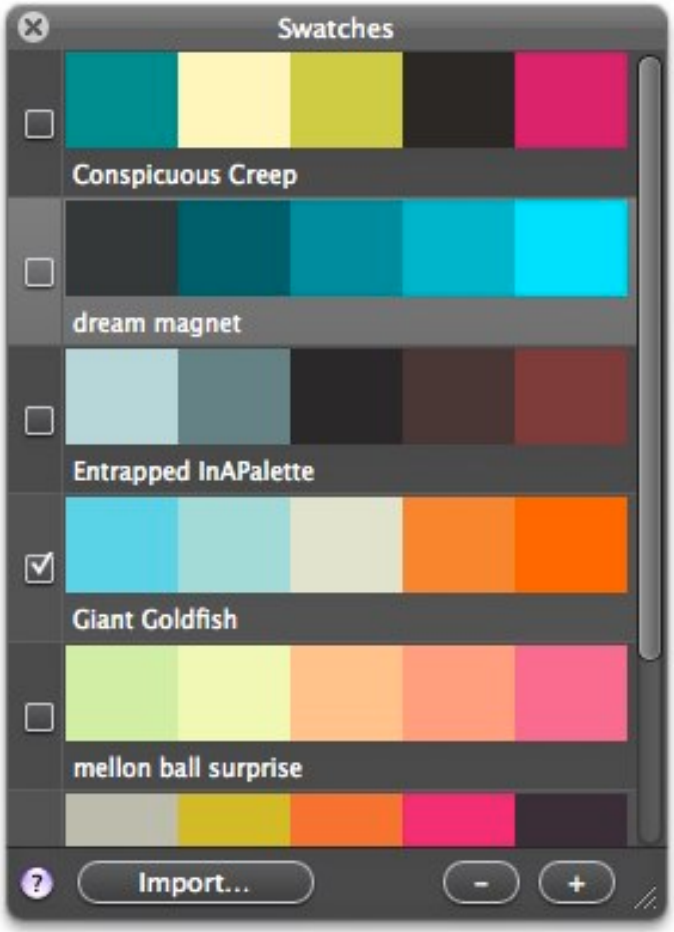
To export a snippet collection, use the contextual menu on Snippets window by right clicking, or Command-Clicking on the list of snippets. Only the current collection will be exported.

IMPORTING SNIPPETS

To import a .fluxsnippets file, simply drag it to the Flux icon on your dock.

SWATCHES

Flux allows you to manage colour 'swatches', these are simply collections of colours that have usually be setup to complement each other. You can download swatches from colourlovers.com



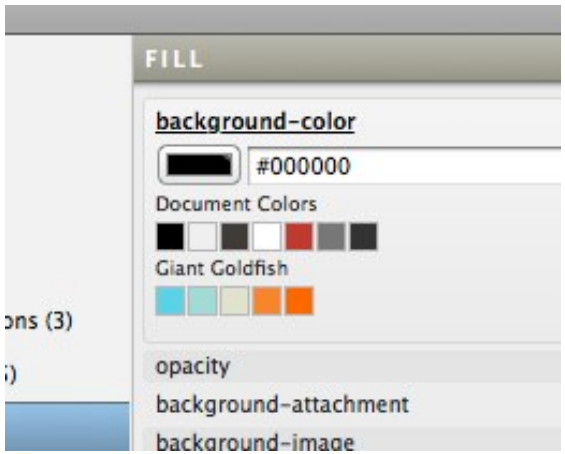
IMPORTING SWATCHES

To import a swatch into Flux, simply press the **Import** button on the palette, and choose the file to import. Flux can currently only import '.gpl' files.

USING SWATCHES

Once you have imported or created a swatch, you can activate it by checking the box next to it.

The swatch will then become available in areas such as 'background-color' in the Inspector, making in simple to apply complementary colors to areas of your design.



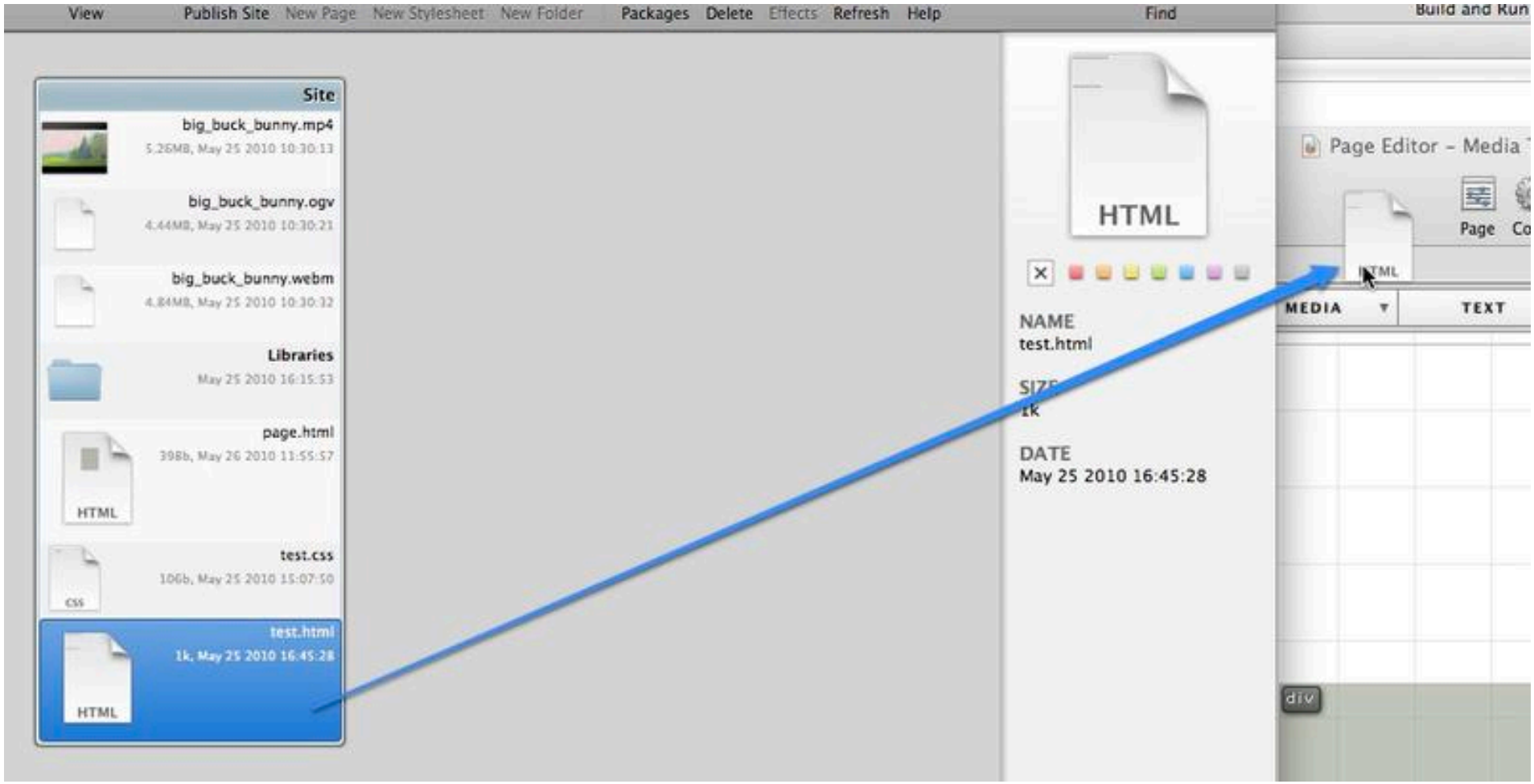
The swatch will also be available in the AutoComplete feature of Flux.

TABS

Flux 3 introduces tabbed editing, much like the way your web browser allows tabbed browsing.

OPENING PAGES IN TABS

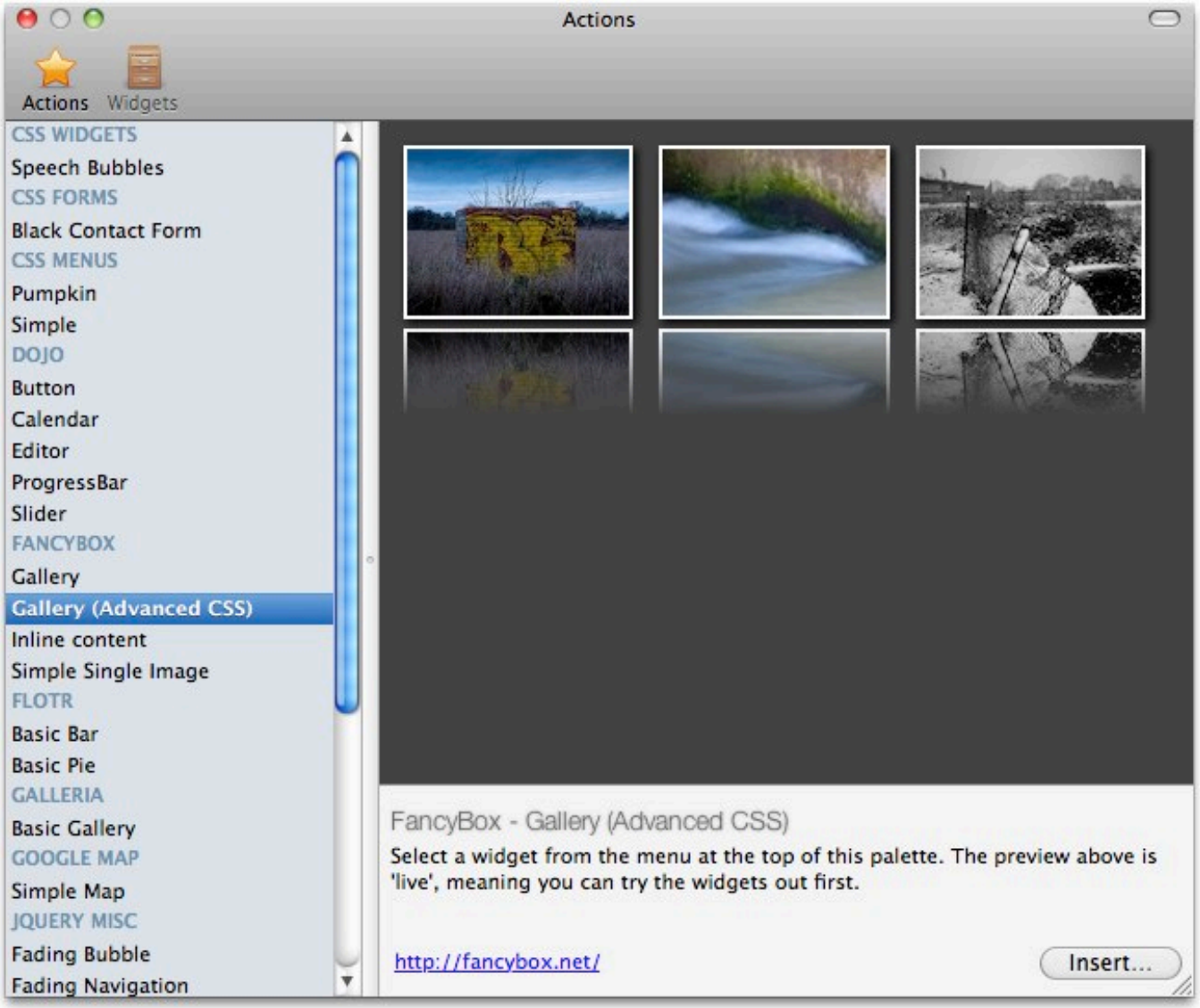
To put a page into a new tab, simply drag it from the **Site Manager** to the tab bar of the window you want to open it in.



USING WIDGETS

New to Flux 3 is the Widget Gallery, which is a collection of pre-configured widgets that can be placed into your web pages.

Although most of the widgets come pre-configured, they are simply HTML, JavaScript and CSS, so can be modified just like you had created them from scratch.



INSERTING A WIDGET

To insert a widget, first select the widget you want to insert in the list in **Widgets** section of the Actions & Widgets palette.

Once you have selected the widget, select the element on your page to insert the widget into, this will usually be a **DIV** element, and press the **Insert** button on the palette.

SETUP THE WIDGET

When you press the **Insert** button, a dialog will appear to allow you to setup the widget, the recommended settings will be pre-selected, so you can usually just press **Insert**....

Many widgets require an ID, so type in a unique name if the **Widget ID** field is enabled.

GOOGLE MAPS

GOOGLE MAPS INTRODUCTION

Flux has a built in Google Map Widget to make adding one to your page simple. Once added you will need to edit it so it displays the map for the area required.

HOW TO ADD A GOOGLE MAP TO YOUR WEB PAGE

To start open the page you wish to add a Google Map to. Then show the Actions & Widgets Window using the Toolbar or from the application menu Window -> Actions & Widgets and select Widgets. Then scroll down to Google Map, Simple Map. Select the element you want to insert the map into, add an ID then click **Insert**.

More detail can be found here Inserting Widgets.

HOW TO CHANGE THE PARAMETERS OF A GOOGLE MAP

Within the head of the page you have added a Google Map to you will find.

```
<script type="text/javascript">
function initialize() {
var latlng = new google.maps.LatLng(-34.397, 150.644);
var myOptions = {
zoom: 8,
center: latlng,
mapTypeId: google.maps.MapTypeId.ROADMAP };
var map = new google.maps.Map(document.getElementById("map_canvas"),
myOptions);
}
</script>
```

To see the head of a page use the Toolbar Page icon and select Head Element or from the application menu select Page -> Page Attributes -> Head Element.

You can now edit the script to suit your needs.

LatLng sets the position you want to centre the map on.

Zoom sets the maps Zoom property where 0 is fully zoomed out.

MapTypeId can be set to ROADMAP, SATELLITE, HYBRID or TERRAIN.

For more detailed information see here: http://code.google.com/apis/maps/documentation/javascript/tutorial.html

TIP
Use Google Earth to find the Latitude and Longitude values to centre your map on.

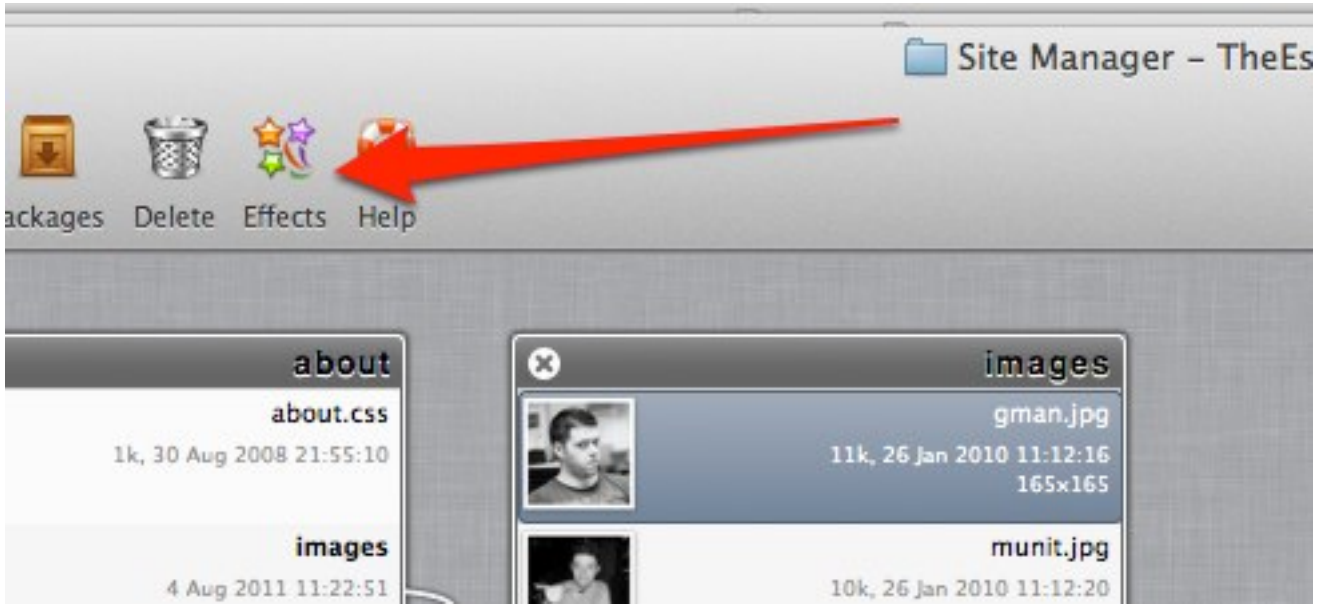
IMAGE EFFECTS

INTRODUCTION
Flux includes a powerful image effects tool which can be used to add many different visual effects to your images. You can use the built-in effects in Flux to add simple coloration or blurs to images, or combine many different effects to create the exact look you want.

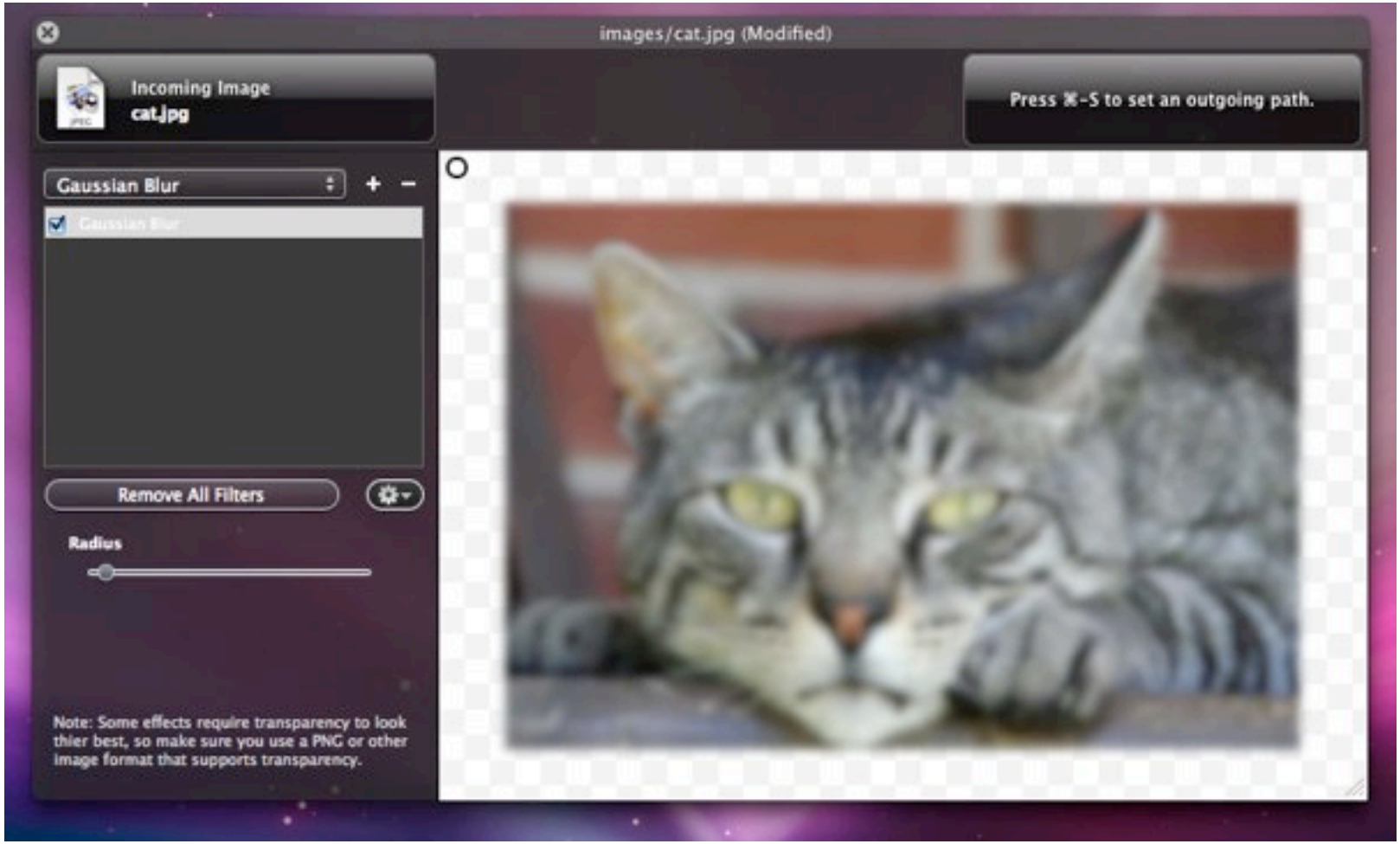
USING SIMPLE EFFECTS
First find an image in your project that you wish to chage, and select it. Now you can press the Effects button in the toolbar to open it into Flux's **Effects** tool.

Now you can choose an effect from the popup menu and press the + button to add it to the list of filters applied to this image. Each filter has a range of parameters you can tweak to get the look you want. In the case of the Gaussian Blur filter, you can alter the "radius", or in other words, how blurry you want the image.

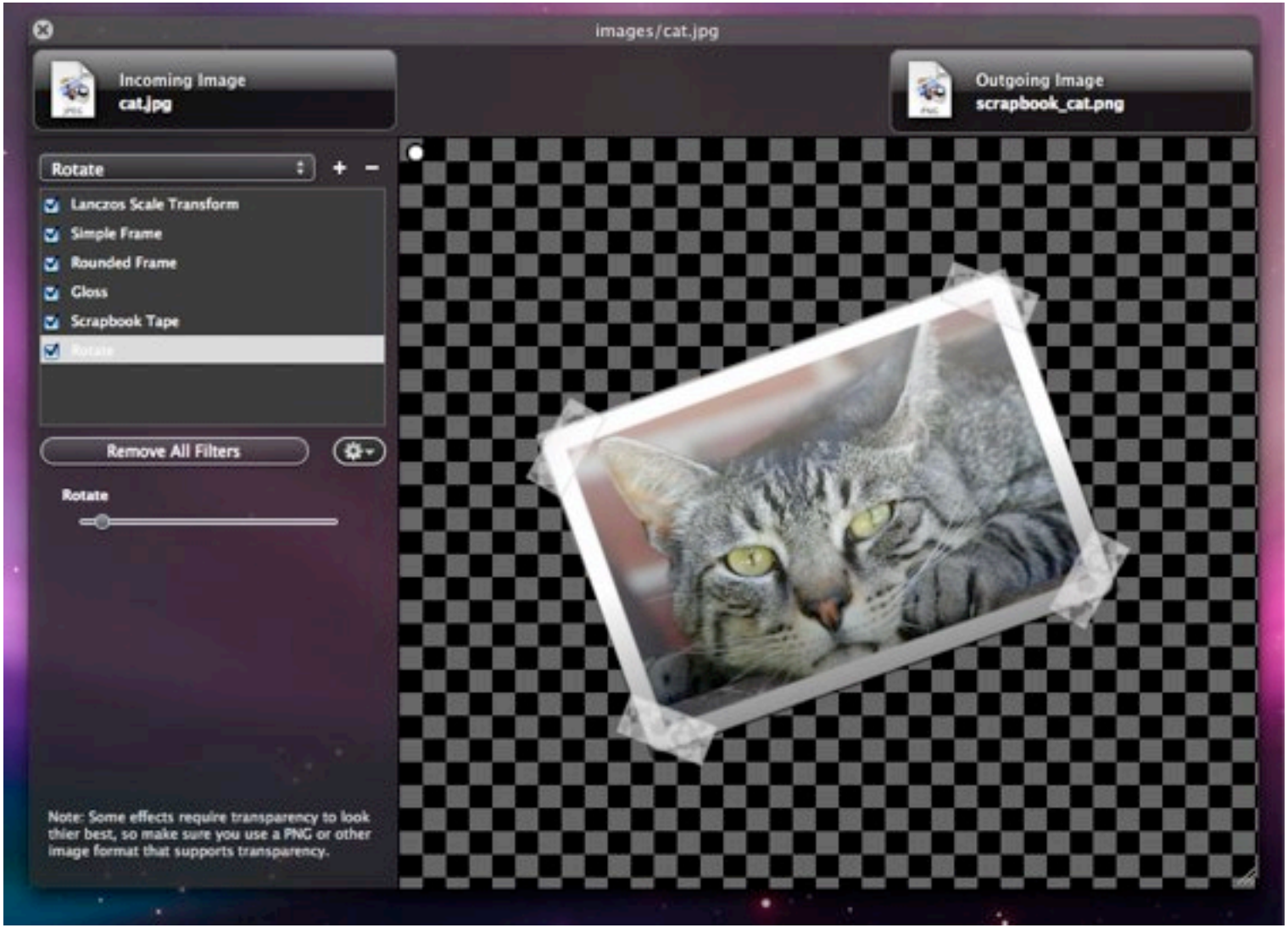
When you are happy with the effects, you can press **Apple-S** to save the image. You can overwrite the existing image, or make a new one to keep the original.



USING MANY EFFECTS
By using many effects, you can make a simple picture look a lot different, and also save the range of filters you use to use time and time again on different images. We will take the same picture of the cat, and make it look like it is in a frame, with sticky tape.

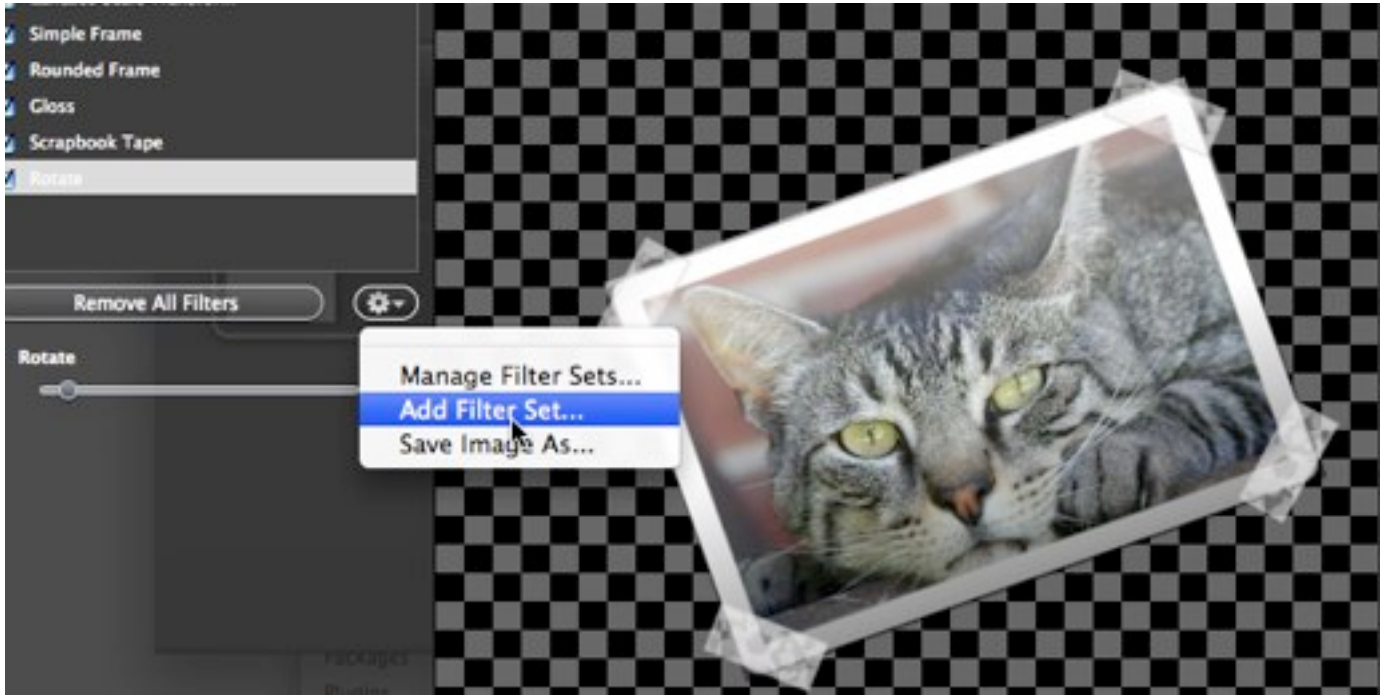

images/cat.jpg (Modified)
Incoming Image
cat.jpg
Press ⌘-S to set an outgoing path.
Gaussian Blur
Remove All Filters
Radius
Note: Some effects require transparency to look thier best, so make sure you use a PNG or other image format that supports transparency.

By experimenting with different effects in different orders, you can achieve unusual effects with the minimum of effort. Here we have applied the following effects in order.
Lanczos Scale Transform - This can scale the image, we've scaled it down to a more manageable size.
Simple Frame - We've made the frame white and quite thick to give the appearance of a "Polaroid" style frame around the picture.
Rounded Frame - We've made it very thin, to simply crop away the white frame to give it rounded edges.
Gloss - To give the picture the traditional gloss of a printed photograph.
Scrapbook Tape - Simply adds a simply sticky-tape to each corner of the image.
Rotate - Now finally we rotate the whole image to make it look like it has been stuck down in the pages of a scrapbook.



SAVING THE EFFECTS USED

When you're happy with the effects you've used, you can "bookmark" them for later use. Simply choose "Save filter set" from the "cog" menu and then that filter set will become available from the cog menu and you will be able to use it on any other image.



INTRODUCTION TO CODE EDITING

In addition to making changes on the page, and using the Inspector, you can also make changes directly to the HTML and CSS code in Flux, and see the changes appear right away.

EDITING CODE

The **Code Editor** in Flux is toggled using the **Code** button on the toolbar, or the **Code Editor** entry in the **View** menu.
The Code Editor in Flux works very much like the Inspector, choose the element you wish to edit on the page, such as a DIV or a CSS rule, and the relevant code will appear in the editor.
New to Version 4 is **FreeCode**, this is a very important feature for those wishing to edit code by hand, and is explained in more depth in the FreeCode section of this manual.

WHEN I MAKE CHANGES, THE CHANGE DOESN'T COME OUT THE WAY I TYPED IT?

When Flux is not in FreeCode mode, it will interpret your code, formalize it, and correct any mistakes. However, Flux cannot always predict your intend, and undesirable code changes can be made. If this is the case, then convert your page to FreeCode mode, and this problem will no longer occur.

OTHER FEATURES OF THE CODE EDITOR

At the top left of the Code Editor area, there is a little drop down menu with a 'gear' symbol. From this menu you can access a number of helpful features:
Editor in separate Window - Users with multiple screens may wish to have the Code Editor in a separate window, so it can be moved to a different screen.
Arrange Vertically - By default, the Code Editor will appear under the page you are editing,with this option enabled, the page and the Code Editor will appear side by side.
Show Invisible Characters - This will display characters that are usually inivisble, such as spaces.
Tidy Code - This will format your code so it is easier to read, note that the results may be different in FreeCode mode.

SNIPPETS
You can also access Snippets from the menu, which is explained in more details in the Snippets section of this manual.

AUTOCOMPLETE

AutoComplete is significantly enhanced in Version 4. Rather than having to remember syntax, and type in long tags and filenames, the AutoComplete system in Flux will help you.

HOW TO ACTIVATE AUTOCOMPLETE

AutoComplete can be activated manually using the **Esc** key, or by checking the box 'AutoComplete after delay' in the **Editor** section of Preferences.

HOW TO USE AUTOCOMPLETE

To try out AutoComplete, open the Code Editor and type in a '<' character, now hit escape (or just wait if you have the 'AutoComplete after delay' preference enabled.)

You will be presented with a list of possible options, which is in context to where your caret is in the code, for example, if you the caret is positioned after <img src=" then the AutoComplete menu will show a list of possible images.

If you are editing a .css file, and the caret is after background-color:, then you will be presented with a list of colors from the currently selected Swatch.

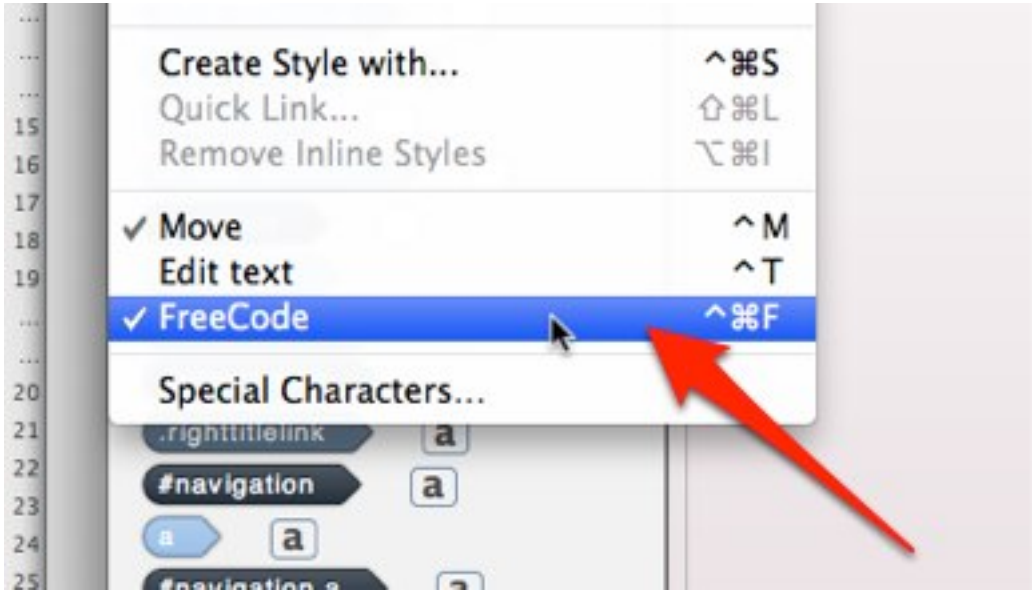
The screengrab above shows the caret in the src attribute of an IMG element. When AutoComplete is activated, Flux will present a list of available images.

FREECODE

FreeCode is new to version 4, and is the single most important feature of this release.

WHEN SHOULD I USE FREECODE
When you need absolute control over your HTML and CSS code, use FreeCode. Previous to FreeCode, Flux would generate your code for you, and not allow 100% flexibility. With FreeCode, Flux still generates code for you, but will only make the changes you request, even if your code is invalid, Flux will not change it.

HOW DO I ENABLE/DISABLE IT?
Choose **FreeCode** from the **Edit** menu:



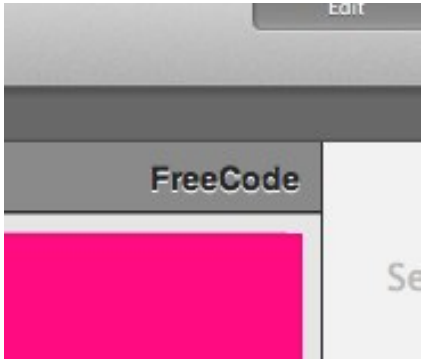
BENEFITS OF FREECODE
Total Control, with FreeCode, there are no limitations to what you can create in Flux. However even with FreeCode, the WYSIWYG capability still exists, if you drag an object to a new location, or to stretch out it's padding, Flux will still alter your code for you, but only that element, the rest of your code will remain unchanged. The same applies in CSS, if you make a change on the page or using the Inpsector, the CSS will still be changed, just like it would be without FreeCode, however, only that section of CSS will be altered, everything else will remain exactly how you left it.

WHEN NOT TO USE FREECODE
If you are just starting web design, and are not confident creating valid HTML and CSS, then it's best not to use FreeCode, as it won't stop you making mistakes.

WYSIWYYG text editing is not supported in FreeCode, this is because an on-screen stylistic representation cannot adequately show the hierarchical structure of a web page.

CAN I CHANGE A PAGE TO USE FREECODE?

Yes, however there are some caveats...



If you switch a normal page to use FreeCode, no changes are made to the page, other than it's marked in the files' metadata that it is now a FreeCode page. Any future changes will be done using FreeCode.

WHAT ABOUT SWITCHING BACK?

If you switch a FreeCode page to be non-FreeCode, it's possible destructive changes could be made, and your code formatting will almost certainly change. Any code that Flux doesn't understand could be lost.

SOMETIMES FLUX SAYS THAT IT CANNOT MAKE A CHANGE IN FREECODE?

FreeCode is very powerful and capable, however, sometimes code is so invalid, broken or corrupt, that Flux cannot find the section of code that it needs to change.

TIP

To help Flux find the code, give the element a unique **id** attribute, this will help Flux find objects in messy code.

If you think Flux is failing on valid code, then please report this to us@theescapers.com, including the affected HTML page.

HOW DOES FREECODE AFFECT EXTERNAL CSS FILES?

FreeCode can also make changes to external CSS, just like it can with HTML, however, it's important if you do this, that all HTML pages that use the .css file all use FreeCode. If they do not, if you make edits on a non-FreeCoded page, then destructive changes could be made to the .css file.

TIP

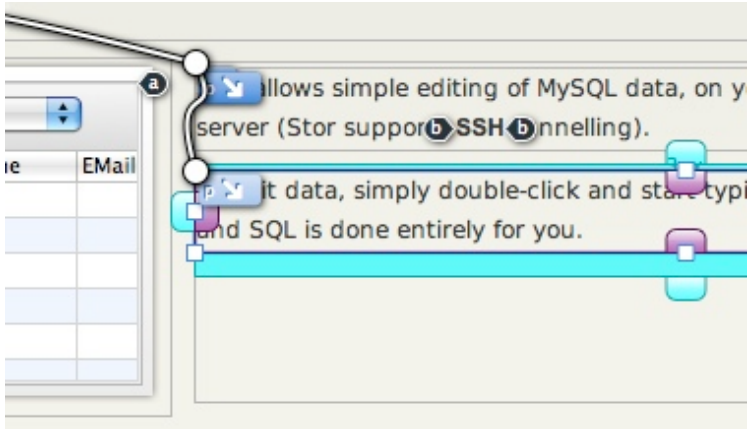
As a general rule, switching a page to FreeCode is harmless, but switching back can occasionally produce undesirable changes.

IDENTIFIYING FREECODE FILES

FreeCoded files are underlined in the Site Manager.

You can also setup Flux in the Preferences to open ALL files in FreeCode.

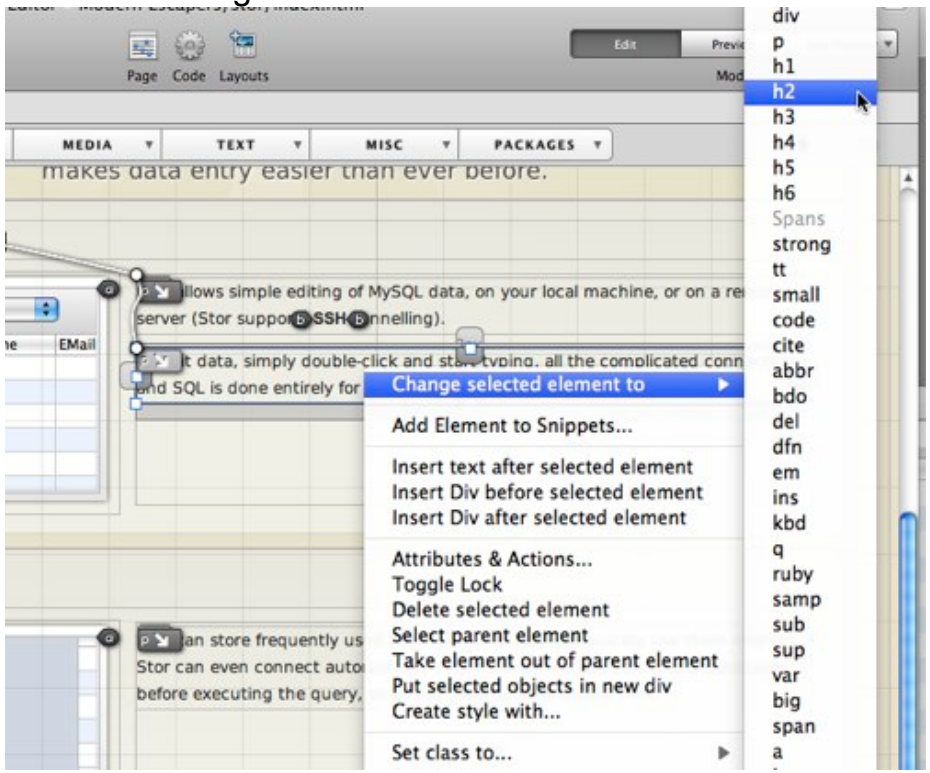
CHANGING AN ELEMENTS TYPE



INTRODUCTION
Elements such as **P** or **DIV** are essential to the structure of your page, but what if you need to change, say, a **P** to **H1** to alter this structure, or maybe just to see how it looks in different style.

SELECT THE ELEMENT TO CHANGE
Click on the element you want to change, this can be a block or span element.

SELECT THE NEW TYPE
Right-Click (or Control-Click) to open the contextual menu, and select the new type from the 'Change selected element to' submenu.



WHAT IS CSS?

CSS is a language that defines the style of HTML/XHTML documents. CSS controls fonts, images, colors, and almost every other aspect of styling.

CSS - Cascading Style Sheets

CSS is designed primarily to enable the separation of document content from document presentation.

HOW CSS WORKS...

TYPE SELECTORS

The CSS code below will make all text that uses the H1 tag red.

The **'H1'** part of the code is called a 'selector' (they are used to "select" elements on an HTML page so that they can be styled), the 'color' part of the code is called a 'property', and the 'red' part of the code is the value.

```
h1 {
color:red;
}
```

So when HTML code like below is used..

```
<h1> Some Red text </h1>
```

The text color is changed.

SOME RED TEXT

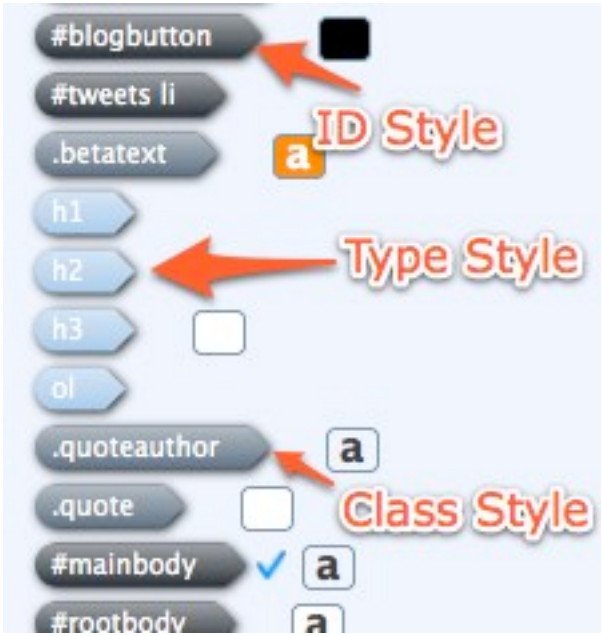
CLASS SELECTORS

The H1 example above is probably the simplest type of selector, it's called a 'type' selector.

Type selectors 'select' every instance of an element, class selectors can be used to select any HTML element that has a class attribute of a specific value.

Class selectors start with a period, see the example below.

```
.mystyle {
color:red;
}
```



To use the style, the name must be referenced in the 'class' attribute of the element.

```
<h1 class="mystyle"> Some Red text </h1>
```

ID SELECTORS

ID selectors can be used to select any HTML element that has a ID attribute of a specific value.

ID selectors start with a hash (#), see the example below.

```
#mystyle {
color:red;
}
```

To use the style, the name must be referenced in the 'id' attribute of the element.

```
<h1 id="mystyle"> Some Red text </h1>
```

The major difference between Class and ID selectors is that IDs can only be applied once per page, classes can be used as many times as you wish.

USING CSS IN FLUX

STYLES INTRODUCTION

This is not a definitive guide to every style scenario but a guide to help the new Flux user get to grips with the basic principles and quickly produce a web page.

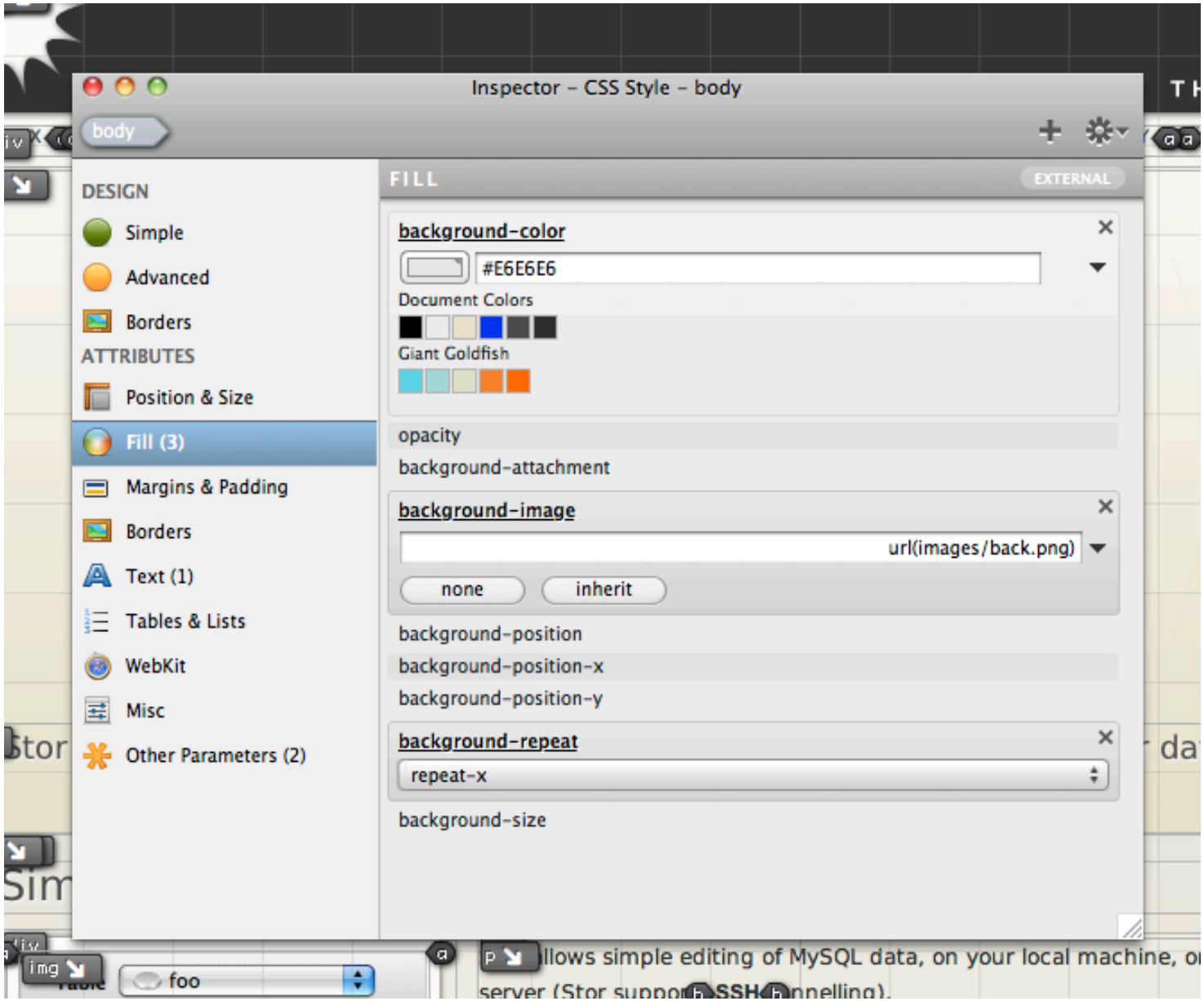
HOW FLUX HANDLES STYLES

Flux uses two types of style.

Inline - this type of style is contained with the element it is associated with in the body of the html/xhtml page.

External - this type of style is a separate file within the site folder. Elements within the body of the html/ xhtml page link to this style.

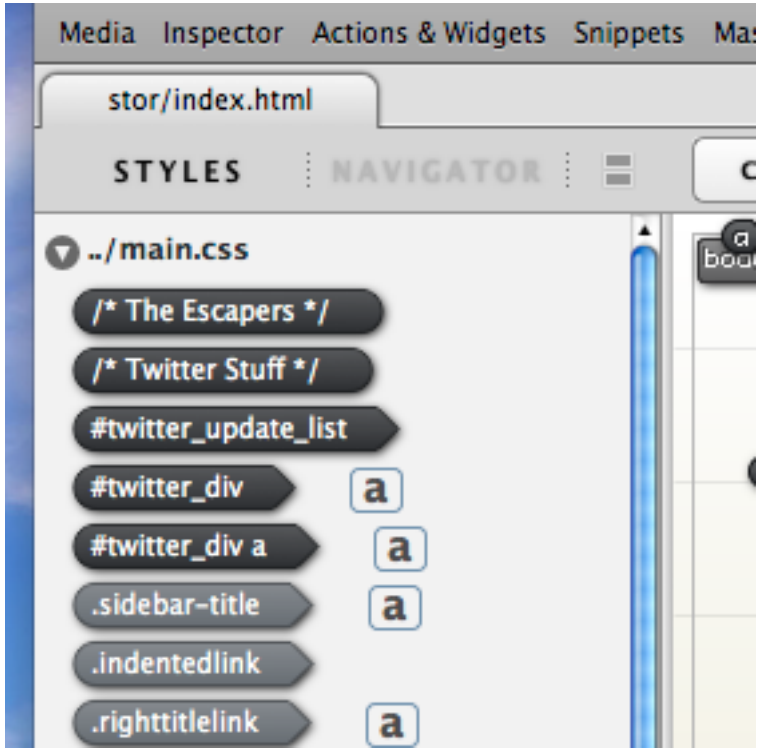
The inspector displays the style attributes and shows if the style is inline or external.



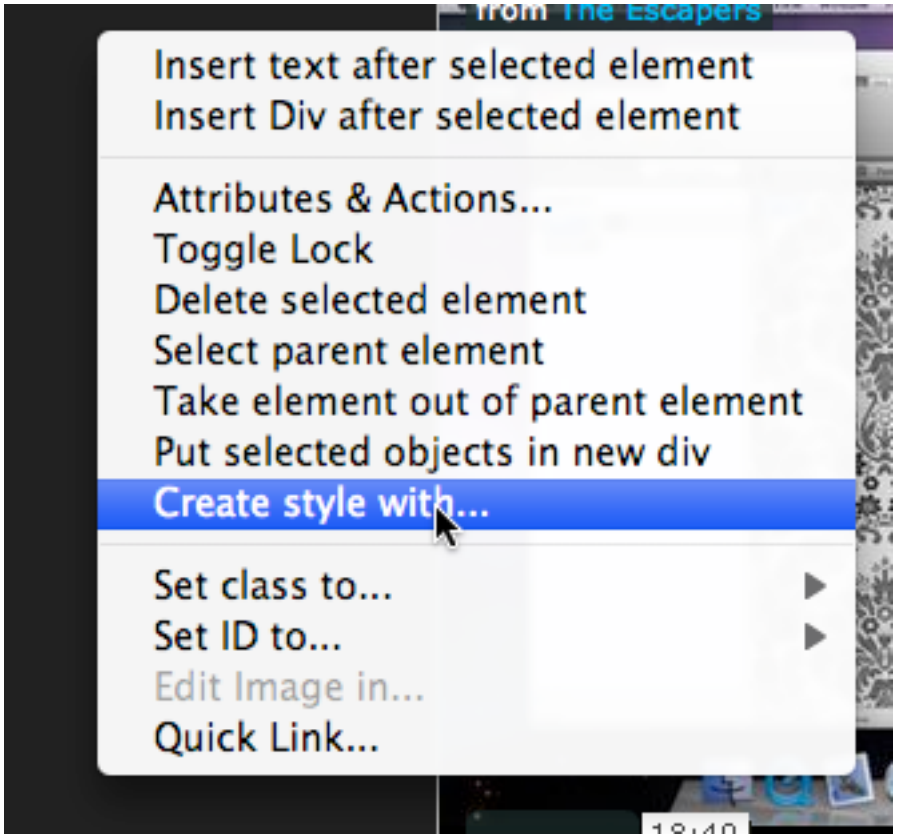
The styles window lists external styles associated with the site.

CONVERT INLINE STYLE TO EXTERNAL STYLE
When you place an element on the page in the Flux edit window Flux automatically creates an Inline style for this element. As you edit the style in the Inspector Flux updates this style for each change.

To convert an Inline style to an External one right click the element, in the Edit window, to show the contextual menu for the element and select 'Create style with' option.



TIP
If in doubt when using Flux right click to see the contextual menu, usually what you need is there.



From the drop down menu add a name for your new External style and choose from

ID - a unique style name for your element.

Class - a style name to be applied to a group of elements.

Check remove Inline styles from source object.

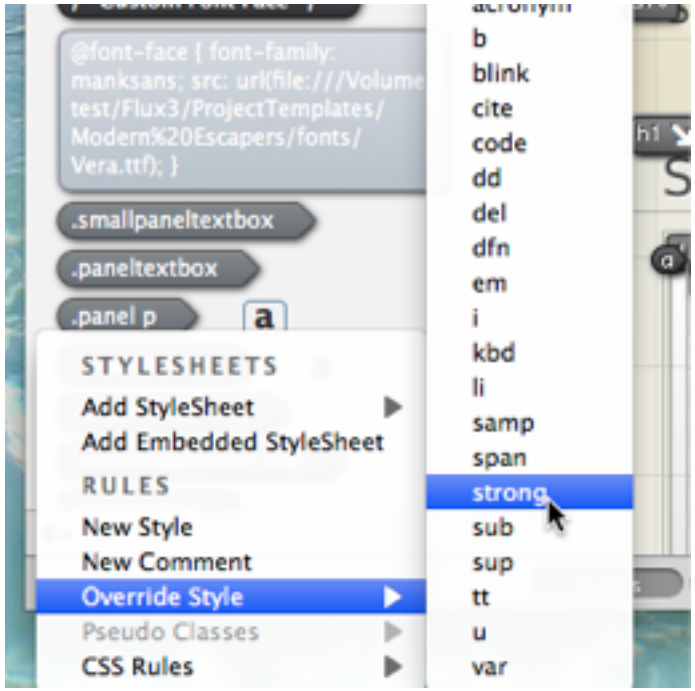
NAMING ELEMENTS
Elements can have style name associated to them.

ID - a unique style name for a single element and will be shown in the styles window with a # preceding the name like #mystyle

Class - a style name that can be applied to many elements and will be shown in the styles window with a . preceding the name like .classstyle

PRE DEFINED STYLES (TYPE STYLES)
There are many defined styles like p, li, ... these styles have default values set within browsers so you can still use them without defining them or adding them to your styles list. Should you not be happy with the default style assigned to these elements you can add them to your style sheet and edit them to suit your needs.

To do this click the + at the bottom of the Styles window, select Override Style followed by the element you want to override the style of.



STYLES CASCADE
Some styles override other styles. This can become quite complicated but all the beginner has to remember is that an Internal style overrides an External style.

STYLE INHERITANCE
Some style attributes can be inherited from parent to sibling. Flux allows you to set inherit if it is possible. TARGETING STYLES

Lets say you have used the Gallery Plugin to create a gallery and this gallery is placed within a containing div.

If you give this div an ID of #mygallery you can target elements within this div. In this case the gallery has thumbnail images with the img tag. To target just these images use a style name like this '#mygallery img' this style will only style images within the #mygallery div. It is now simple to add margins and borders to give a professional looking individual style to your gallery thumbnails.

TIP
For further reading try CSS Mastery by Andy Budd.

USING CSS RESET PACKAGES

There are many popular CSS Reset packages such as **Baseline** or **Blueprint**.

Flux supports these types of packages, but sometimes, when, for example, you are dragging a margin or padding to a new value, Flux will change the 'CSS reset' value, and not the value in a different stylesheet.

This is probably undesirable, to disable these implied changes to certain stylesheets, just add a simple attribute to the **link** in your **HEAD** element.

<link flux:noimpliedchanges="1"
href="baseline.0.5.3/css/uncompressed/baseline.reset.css"rel="stylesheet"
media="screen" type="text/css">

This feature can also be used by using the '**Toggle Lock**' (Command-L) function after selecting the stylesheet you want to lock in the Style Navigator.

USING CUSTOM CSS

Sometimes when writing CSS, you will need to insert CSS code that Flux doesn't understand, usually to trick browsers like Internet Explorer into doing something correctly.

Flux allows you to mark your code so that it won't get modified by Flux, allowing you to insert invalid, or "unusual" CSS.

Simply wrap the code you want to retain in special comments, like in the example below.

```
/*FLUX_IGNORE_START*/
.fixed:after{content:"."; display:block; height:0; clear:both; visibility:hidden;}
.fixed{display:block;}
/* \*/
.fixed{min-height:1%;}
* html .fixed{height:1%;}
/*FLUX_IGNORE_END*/
```

When these special comments are used, you will not be able to modify these CSS visually rules in Flux, but you can still edit them in the Code Editor.

Another solution to this problem is to use a separate CSS file that **only** contains your special rules. If you don't modify these rules, Flux won't make any changes.

Note : This is not required if you use FreeCode on all the pages that access the .css file.

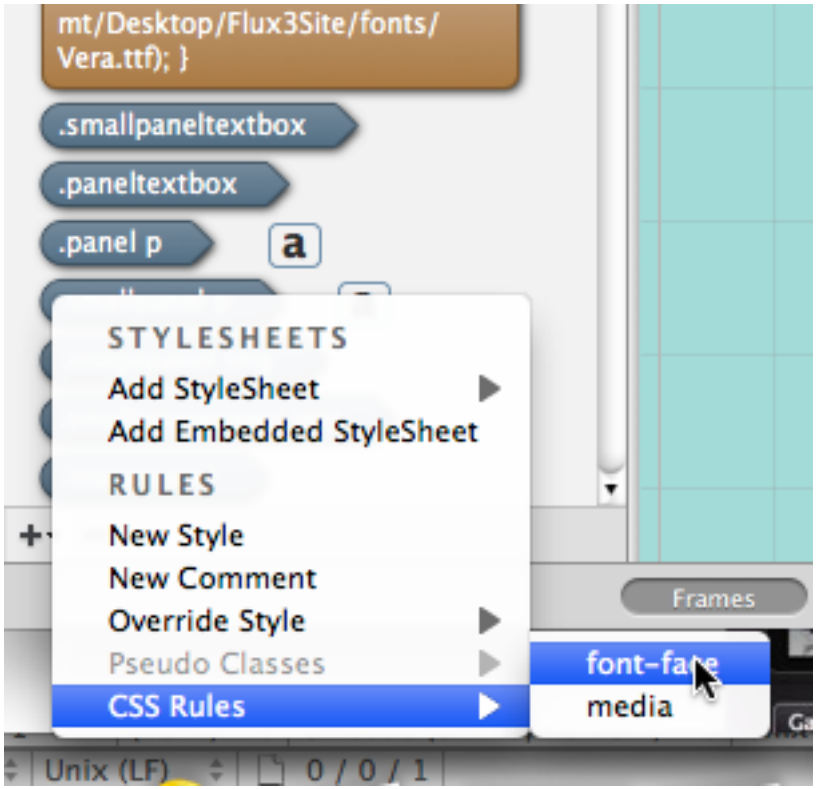
@MEDIA RULES

INTRODUCTION

Media Types allow you to specify how documents will be presented in different situations i.e. for printing instead of on screen use.

CREATING AN @MEDIA RULE

Once you have opened the page you want to work on, add a @media rule to one of your attached CSS files.
Simply choose 'media' from the 'CSS Rules' sub menu. This menu is accessible from the + button at the bottom of the Styles list.

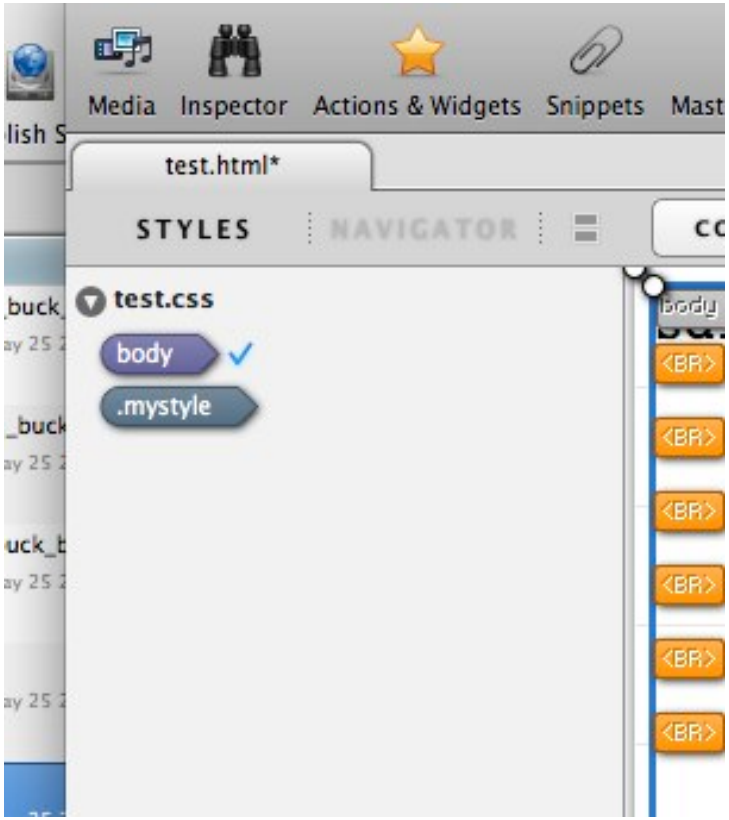


GOOGLE FONT API

Flux supports the Google Font Directory , which is a very easy way to use non-system fonts in your webpages.

It's a simplified way of using the @font-face tag, and no coding is required

STEP 1
First, open a page in Flux, the page must have a .css file associated to it.



STEP 2
Select the 'Fonts' tab in the 'Page' sheet.

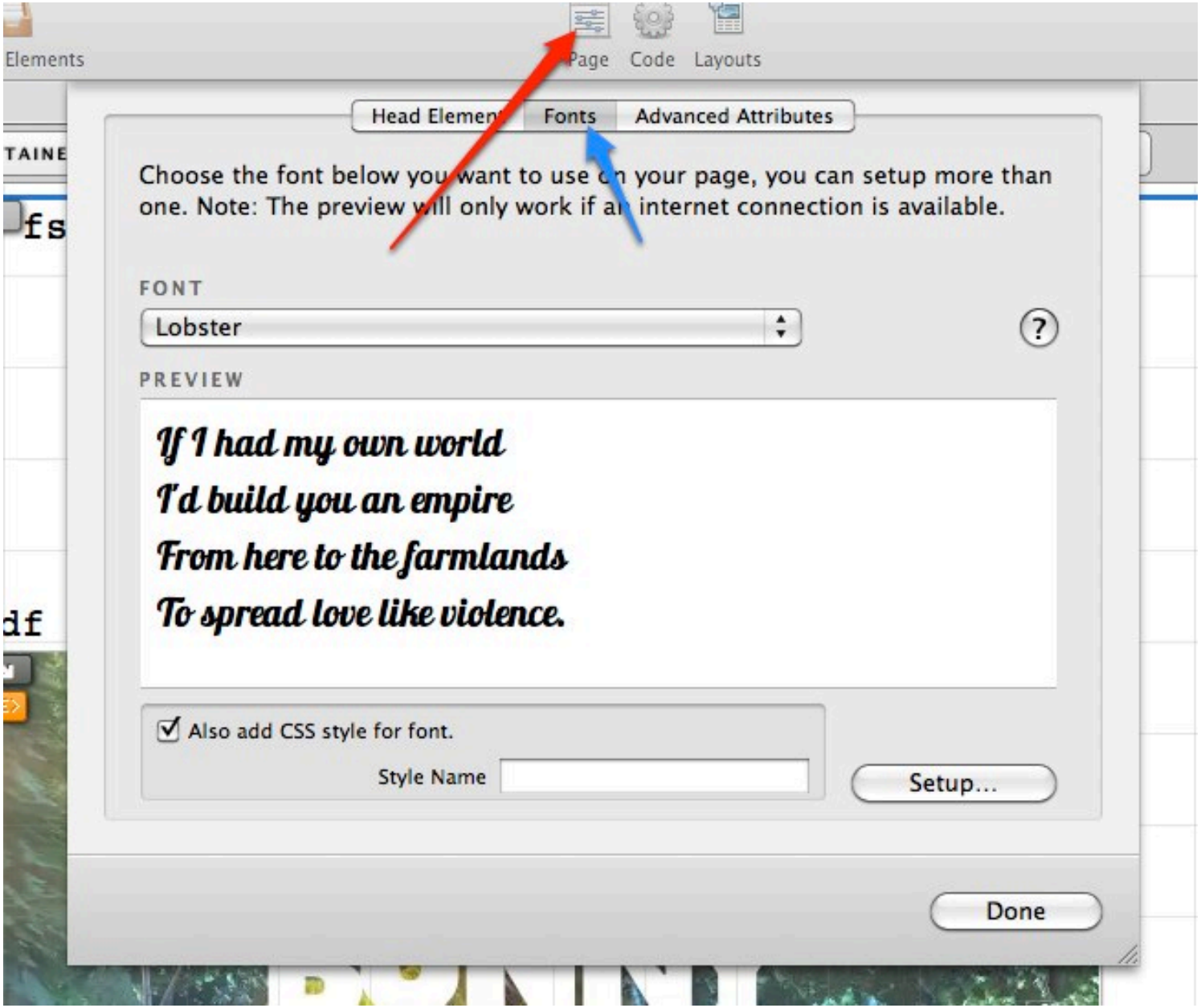
STEP 3
Choose the font you want to use from the pop-up menu, a preview will be displayed. Note: The preview will only work if an internet connection is available.

You can also opt to create a CSS style that utilizes this font. If you're not sure how to use web fonts, it's reccommended that you use this option.

The style name can be anything you like, but choosing one like 'body' will affect your entire page and is a good way to experiment.

DONE!
Press the **Setup**... button, and you will be asked where to insert your new style, choose a stylesheet and press OK.

You can now dismiss the 'Page' sheet by pressing **Done**, and the changes will be immediatly visible.



CUSTOM FONTS USING CÚFON

INTRODUCTION
Cufón is a Javascript system that allows the use of custom fonts on webpages, and is often a simpler, more compatible approach the use @font-face tags.

Cufón is a text replacement system, and thus any text that is styled using it will not be able to be copied into the clipboard. Due to this issue, we recommend that Cufón is restricted to headings, and cosmetic text, rather than large paragraphs. @font-face is better for larger areas.

There is a very good tutorial here....

http://wiki.github.com/sorccu/cufon/usage

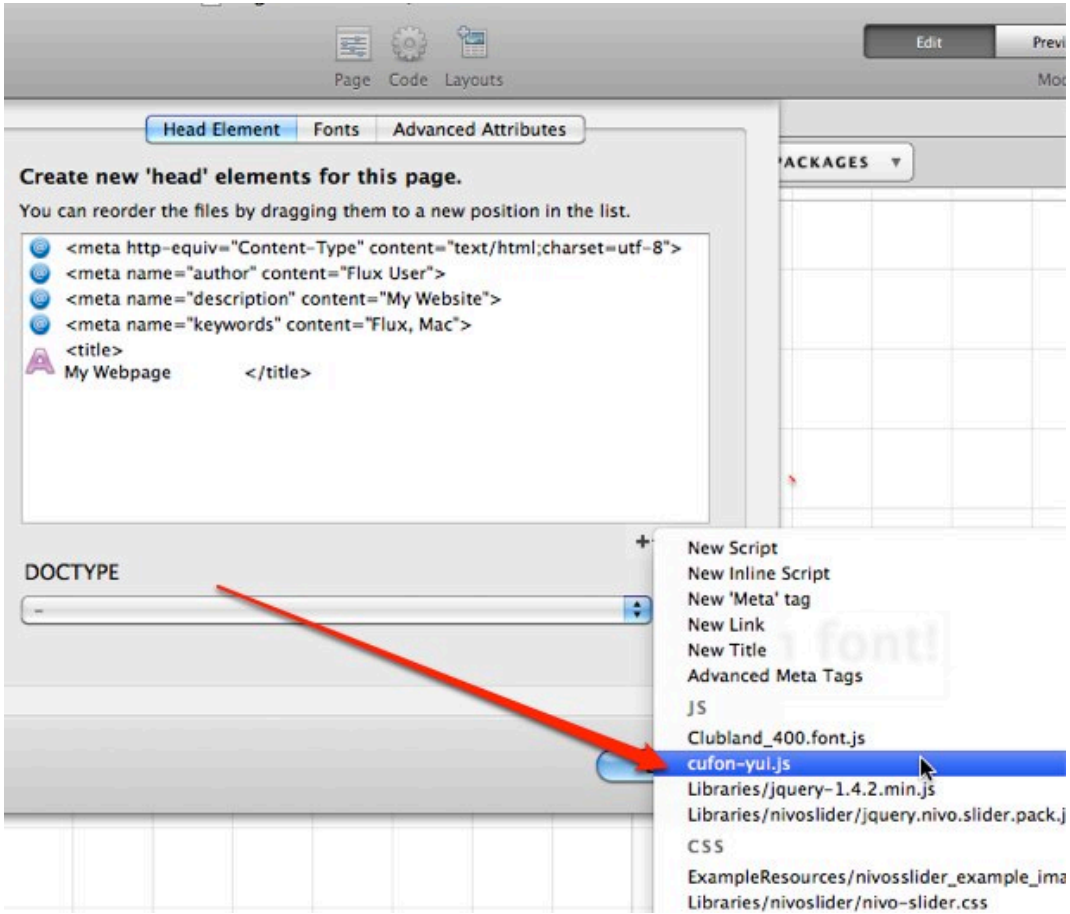
GET CÚFON
It is highly recommended that you always use the YUI-compressed version of cufón, available from the cufón website.

To install, download, and simply drag the 'cufon-yui.js' to the Site Manager to install it.

Reference this file in your page using the Page Attributes popup.

CREATING A CÚFON JS FILE
Follow the steps at the following website...
http://cufon.shoqolate.com/generate/

INSTALL THE JS FILE
Drag the resulting .js file that Cúfon created to the **Site Manager**
Again, reference this file in your page using the Page Attributes popup.



ADD SOME JS TO YOUR PAGE
Add some JS code to your HEAD element, this can also be done via the Page attributes sheet.

<script type="text/javascript"> Cufon.replace('h1'); </script>

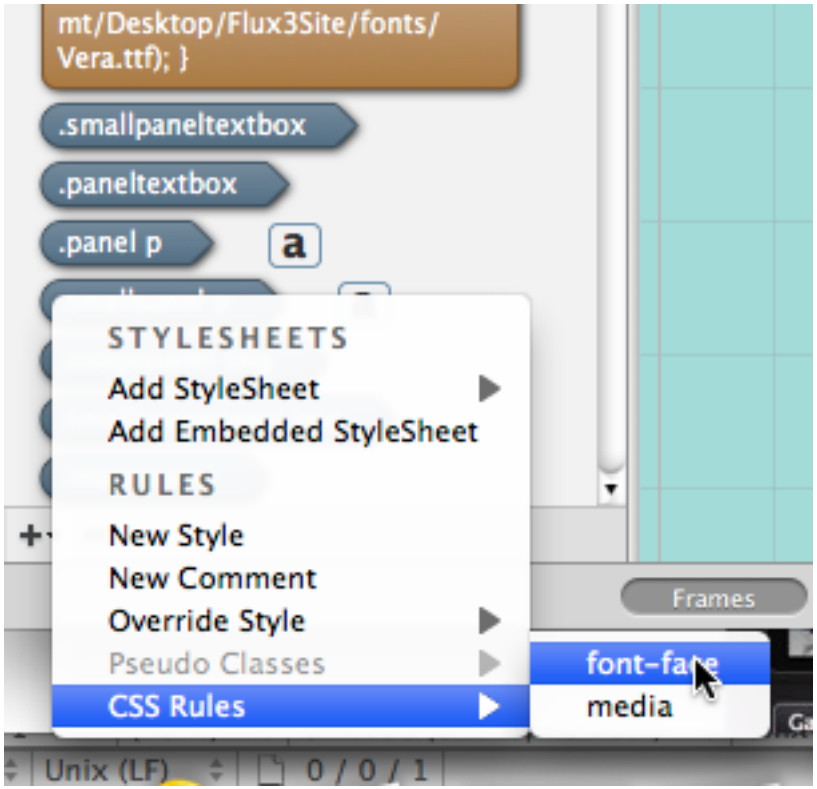
DONE
Any text using the H1 style will now adopt your new custom font!

GET COOL FONTS
http://www.dafont.com/ is great source for free fonts.

CUSTOM FONTS USING @FONT-FACE

INTRODUCTION
The @font-face rule allows you, the designer, to specify a particular font to render text in. You can use any font you like, not just Verdana, Arial etc...

CREATING AN @FONT-FACE RULE
Once you have opened the page you want to work on, add a @font-face rule to one of your attached CSS files.
Simply choose 'font-face' from the 'CSS Rules' sub menu. This menu is accesible from the '+' icon at the bottom of the Styles list.



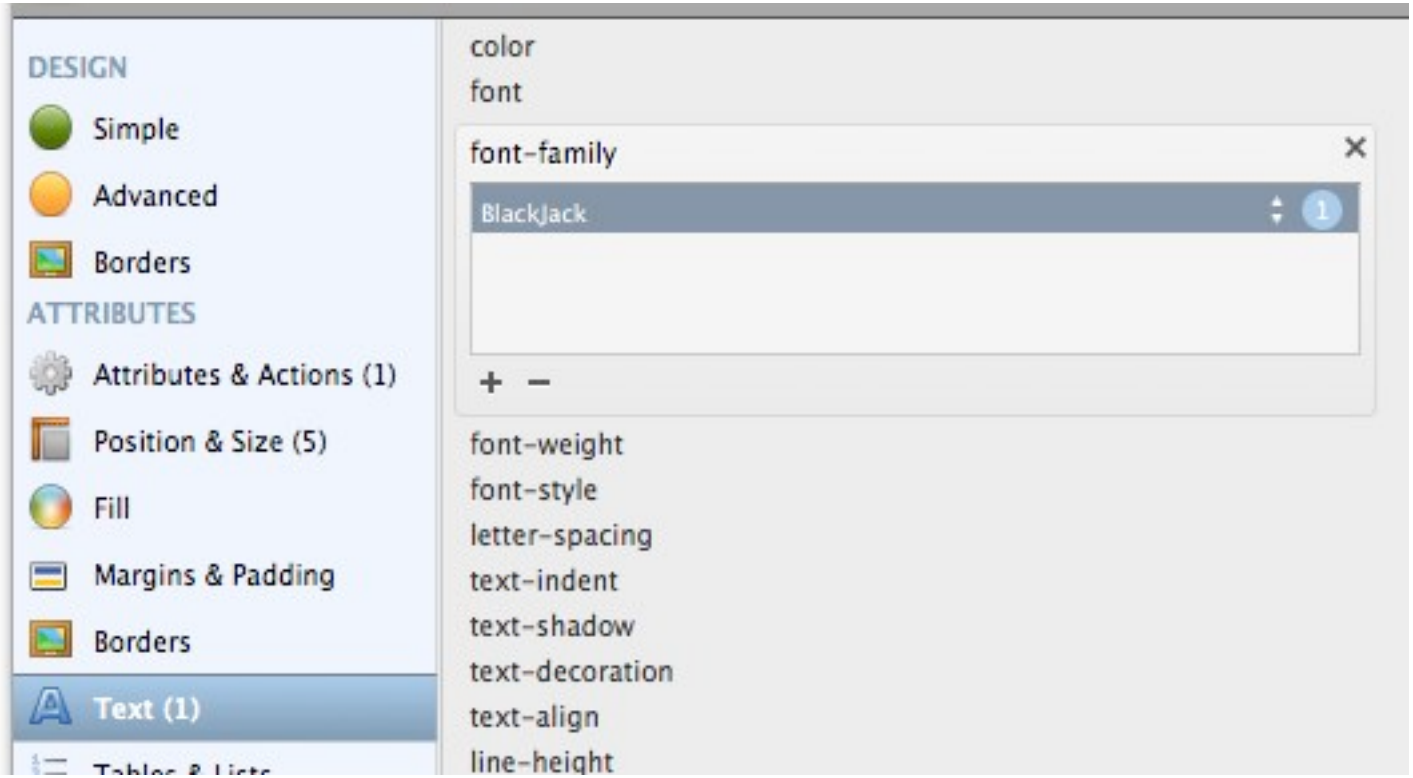
CONFIGURE THE CUSTOM FONT
Once the font has been setup, you need to fill in a few details....
The font-family property is how the font will be referenced.
The src property is where the font is stored. This value is very important as it's how the users web browser knows where to get the font.

Inspector – div
@font-face { src: url(http://www.theescapers.com/BLACKJAC.ttf); font-family: BlackJack; }
Font Face
@font-face
font-family
BlackJack
The font-family value is the name the font will be referenced by.
src
url(http://www.theescapers.com/BLACKJAC.ttf)
The src value is the location of the font i.e. url(http://www.mysite.com/fonts/myfont.ttf)

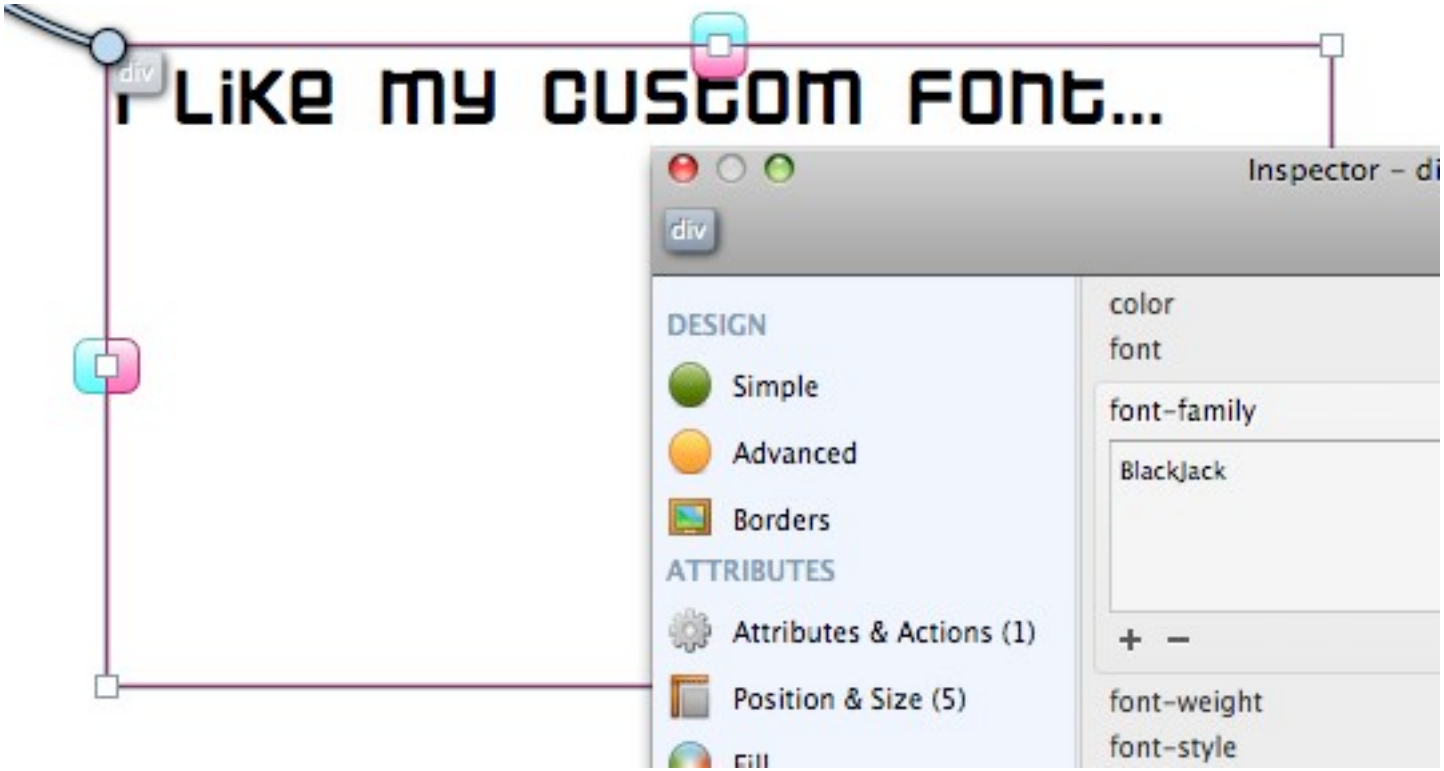
USING THE CUSTOM FONT

Once the font has been setup, you simply need to select it in the 'font-family' property of the CSS style (or element) you want to apply it to.

Note : The font will be listed at the top of the pop up menus.



DONE
Now the font will display wherever the CSS style is used, or, in this example, it's applied directly to the element.

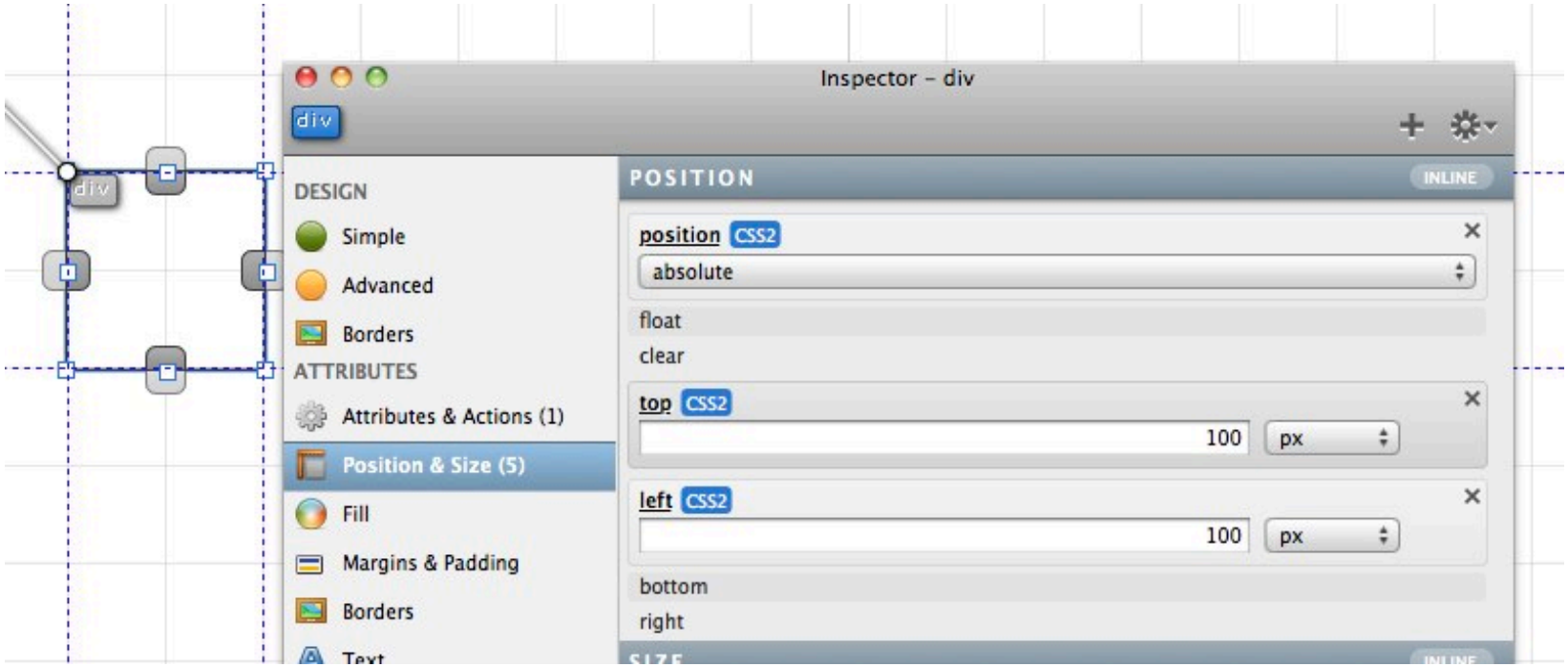


GET COOL FONTS
http://www.dafont.com/ is great source for free fonts.

ELEMENT POSITIONING

INTRODUCTION
In HTML, elements such as Divs can be positioned on the page in a precise position called **absolute**, which places the element at an exact position on the page. They can also be given a **relative** position, which puts the element in a position relative to it's natural position. Other positions include **static** which confusingly does not put the element in a static position, but instead makes the element 'flow' with the rest of the document. **Static** is the default for all elements and does not need to be stated if no other type of position is used. Another position type is **fixed** which positions the element in a particular place in the web browser window, so it similar to **absolute** except that fixed elements ignore the position of scrollbars in the browser. Finally, there is the **inherit** position, which simply uses the position of the element's parent.

In Flux, positions are changed using the **Inspector**.



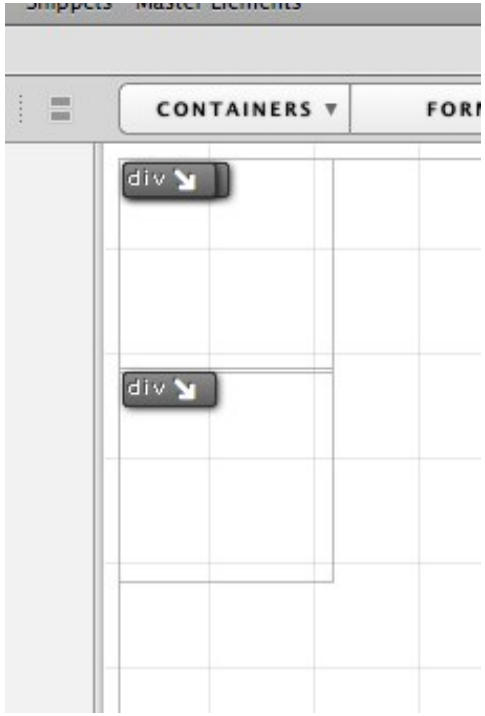
ABSOLUTE POSITION
To get started, first create a Div on the page, you can do this using the **Quick Div** function. This will put a simple Div onto your page, already using **absolute** position.

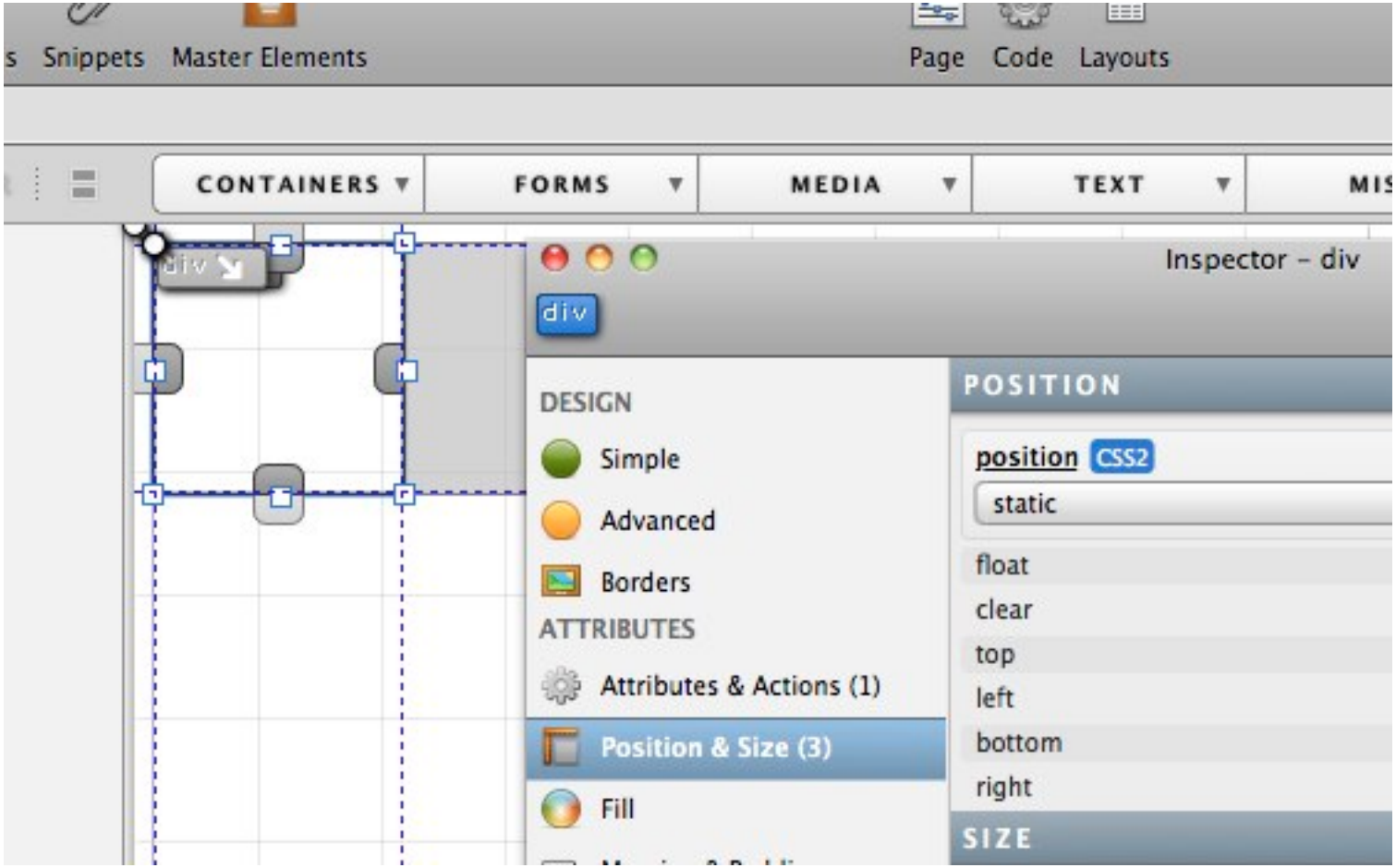
If you drag around this new Div, you will see that it's **top** and **left** attributes change in the Inspector. If you move the Div to the top left corner of the page, you'll find that both **top** and **left** attributes change to numbers close to or exactly 0, this is because elements are position by their top left corner, relative to the top left corner of the page, so if the top left corner of the Div is exactly on top of the top left corner of the page, then the numbers will both be 0.

STATIC POSITION

Static position is very confusingly named, as in fact, the if an element uses a **static** position, it's anything but static, and will in fact change it's position depending on what comes before it in the document.

When this Div has it's **position** attribute changed to **static**, it immediately snaps to the top left corner of the page, this is because it is the first available position in the "flow" of the document, if the div was duplicated, it would snaps to just after the first div, as that is where it naturally "flows" to.

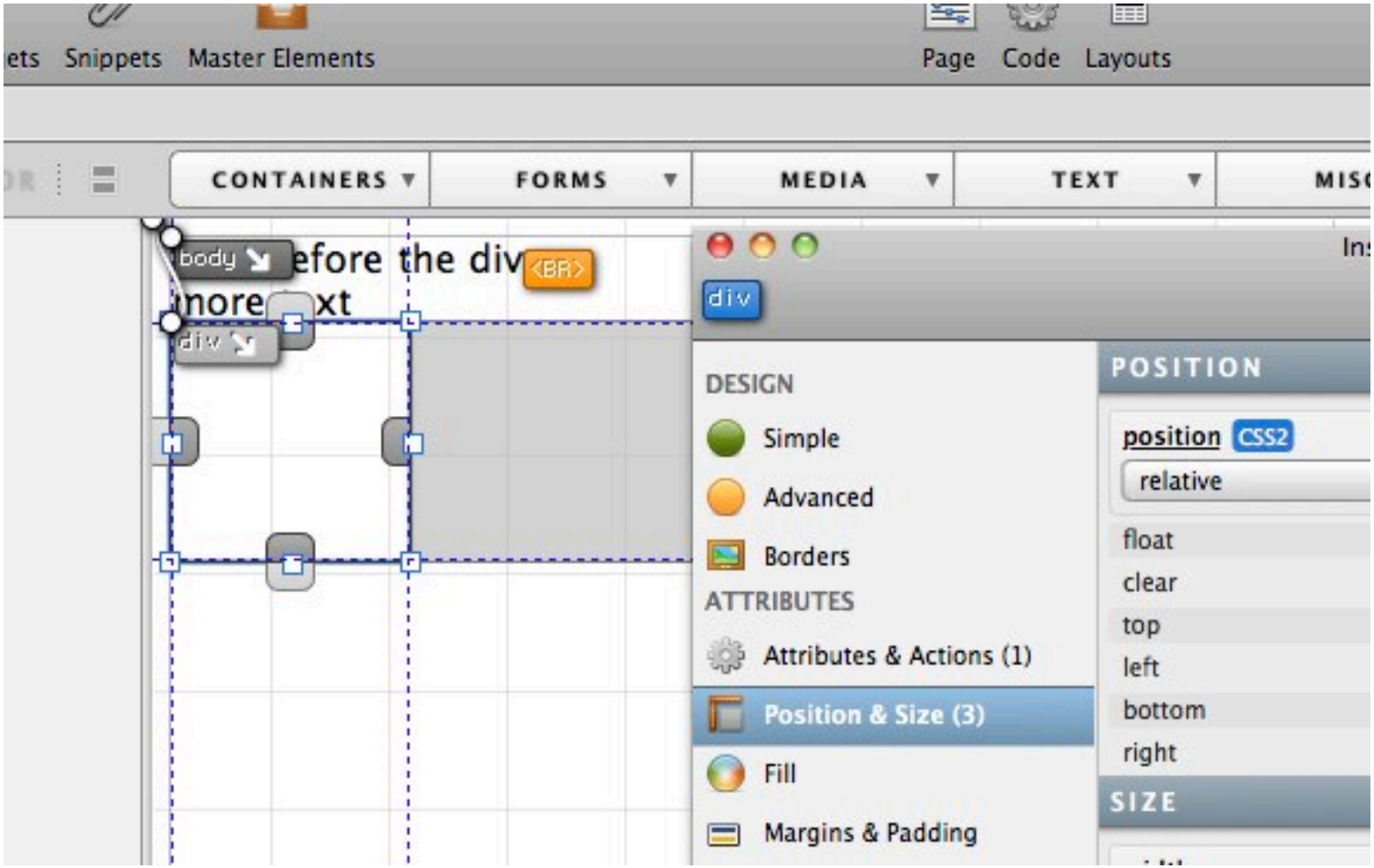




RELATIVE POSITION

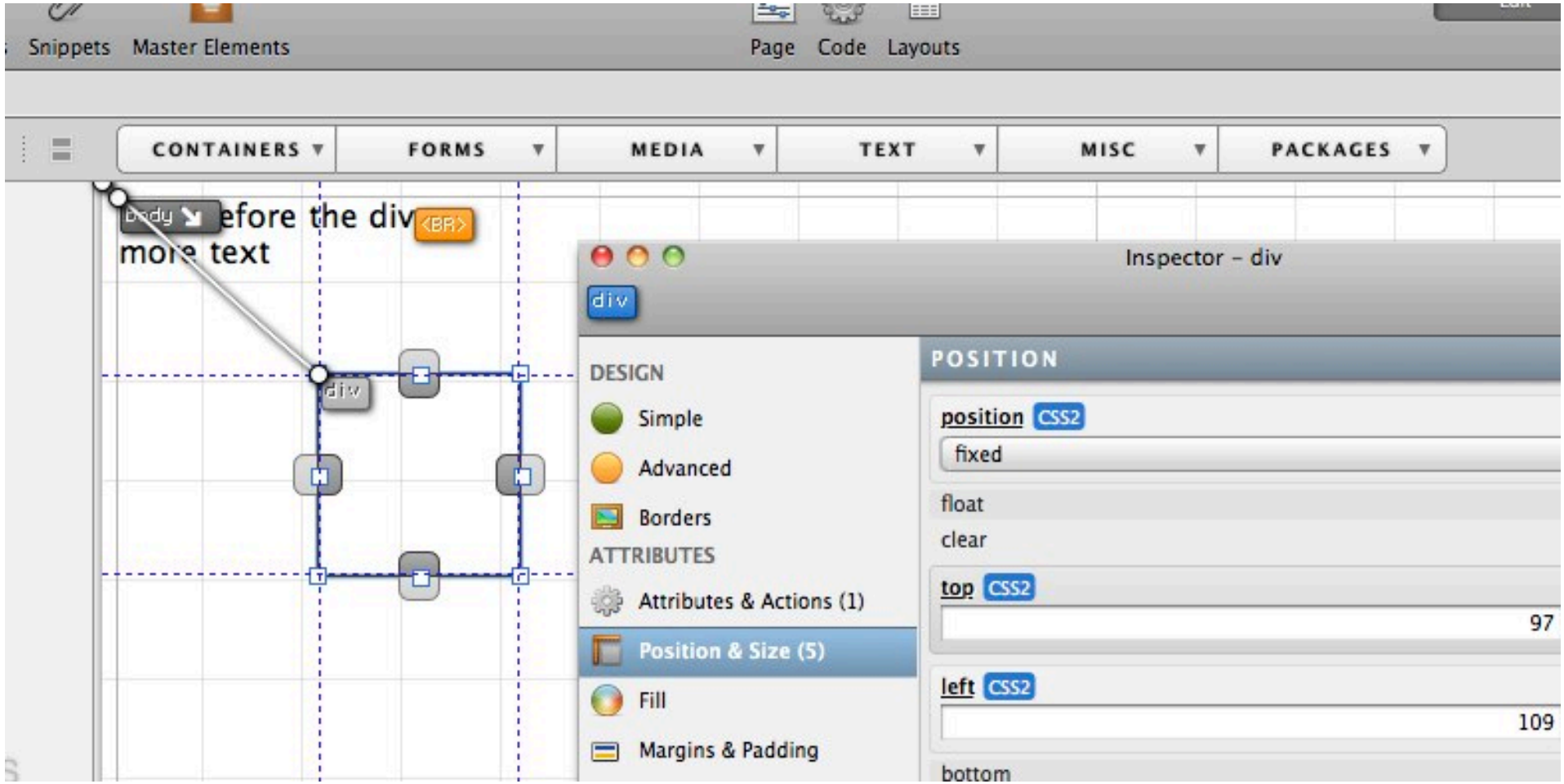
Relative position is something of a cross between **static** and **absolute** in that the element will move in the flow of the document, but you can also alter it's position relative to it's position. So setting the top and left attributes to '5 px' and '5 px' will move the element by 5 pixels each way more than it already was, and not in relation to the top left of the body element.

What you will notice in the screen capture above is that the top and left attributes are each set to "5 px", but the Div is more than 5 pixels down from the top, this is becase the text before it has already pushed down the element, and the 5 pixels is in addition to the amount it has already moved. Similarly, you could drag the element back up the page by setting the top attribute to "-5 px".



FIXED POSITION
Fixed position is quite simply fixing an element in position, regardless of window size or scrollbar position.

As well as ignoring the position of the window or scrollbars, it will also ignore any other elements and text before or after it.

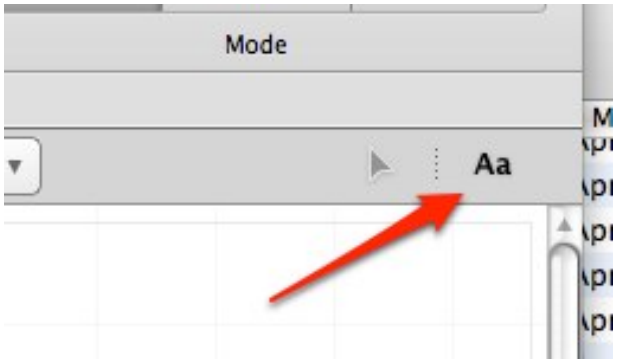


INHERIT POSITION
Inherit position takes the position from it's parent element, if the parent element is also inherit then it's parent is used, and so on. If no position is ever specified, then the default of **static** is used.

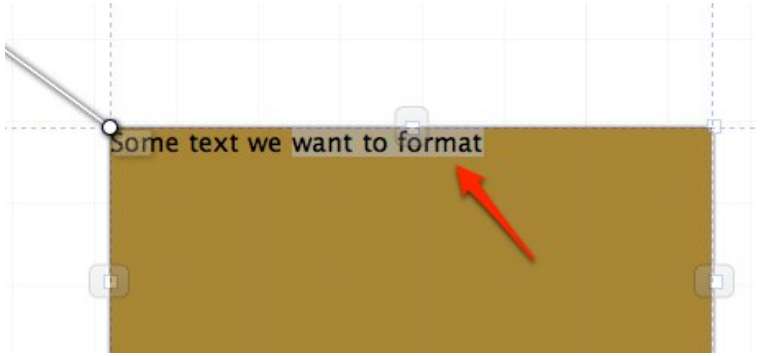
TEXT FORMATTING

INTRODUCTION
Text in web pages can be formatted with many different styles. Not only can you use the usual formatting found in word processor such as Bold or Italic, but also styles which are considered more semantic than stylistic like "acronym" or "dfn" (Definition). All of the styles and formats specified by the W3C are available in Flux.

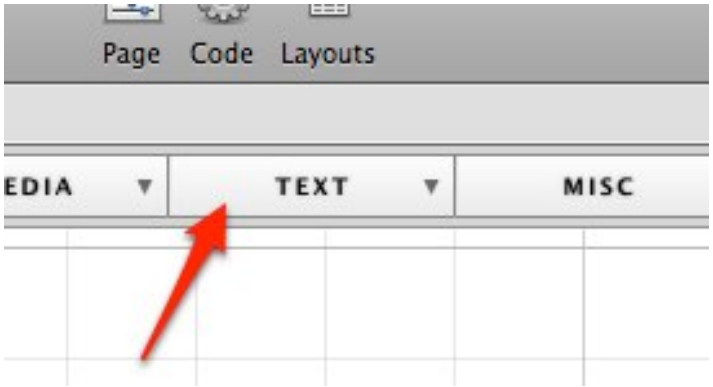
FORMATTING TEXT
Formatting text in Flux is easy, and very similar to using a typical word processor or desktop publishing program. First, ensure you are in Text by the selecting the "Aa" button in Flux.



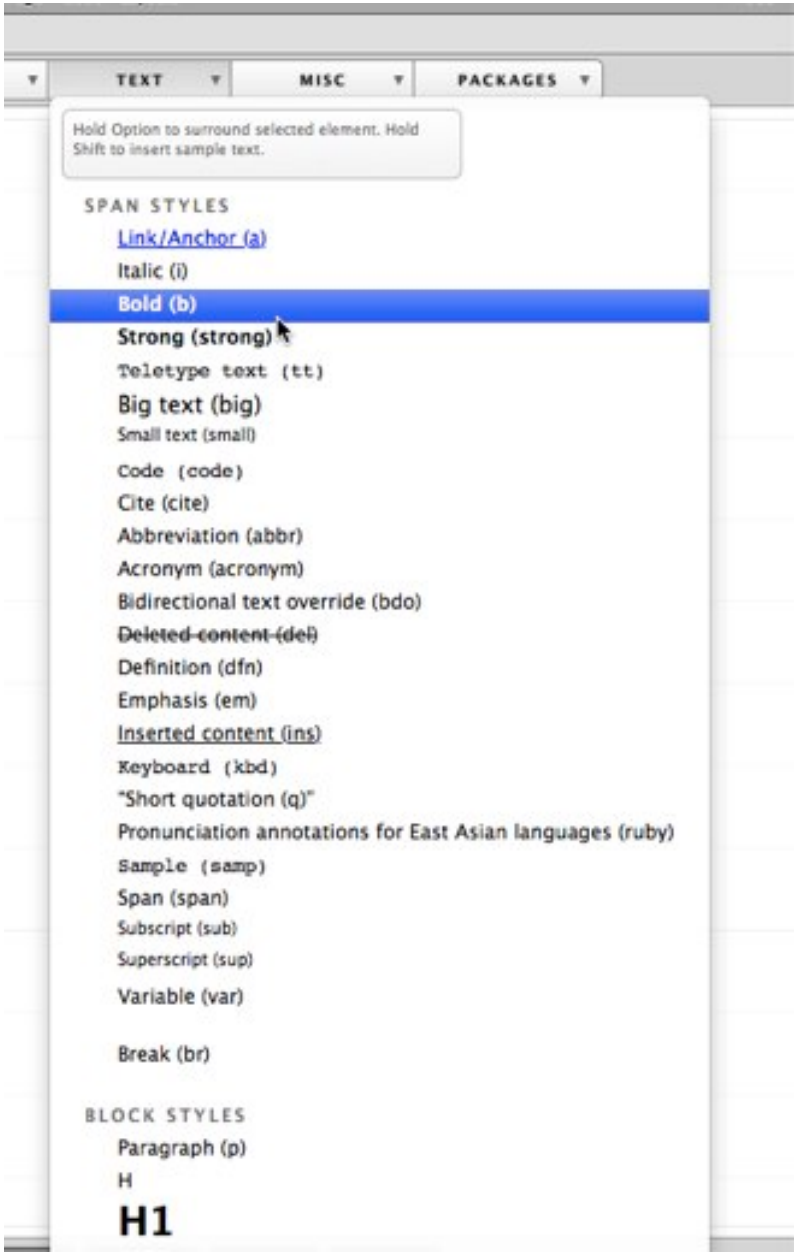
Now you can select text by clicking where you want to start your selection, and holding the left mouse button, then dragging to where you want your selection to end.



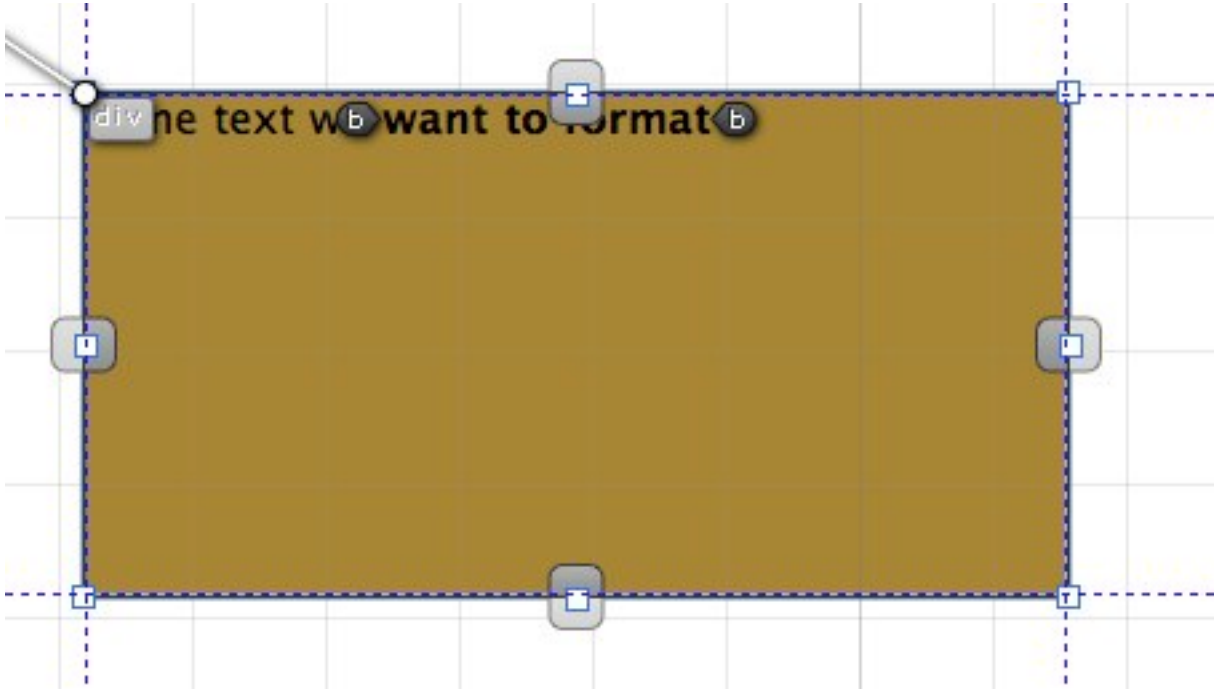
Now click the **Text** button on the toolbar.Now click the **Text** button on the toolbar



Now you can choose which style to use, in this case, we will make the text bold.



Now you can see that the selected text is in bold, and the HTML tags are displayed graphically to show how the tags are working. These tagscan be turned off and on in the details bar at the bottom of the window.

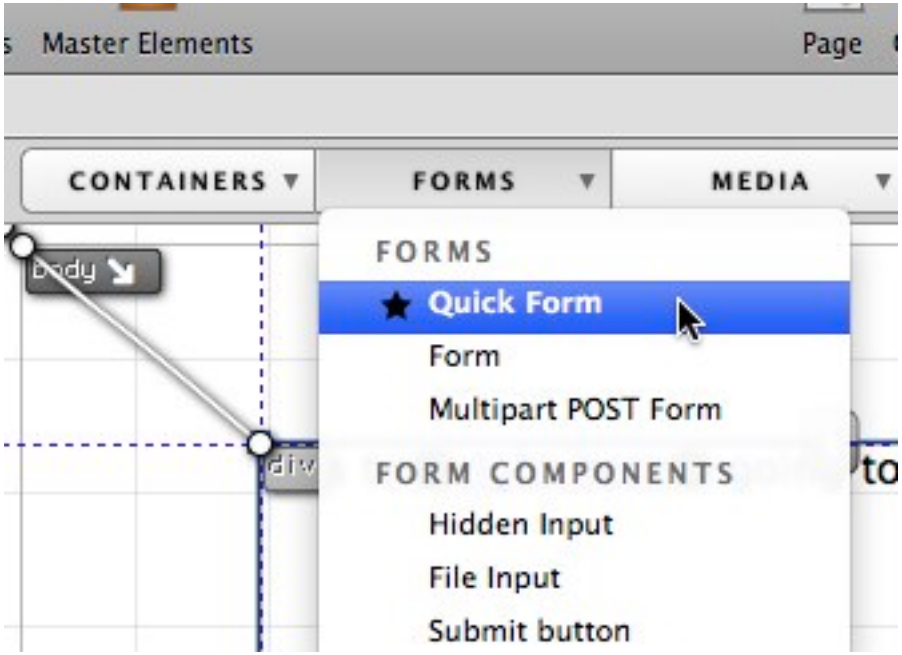


FORMS

INTRODUCTION
Forms allows users of your web pages to enter information, and then when the form is "submitted", the information can be passed back to your web server to be processed and stored.

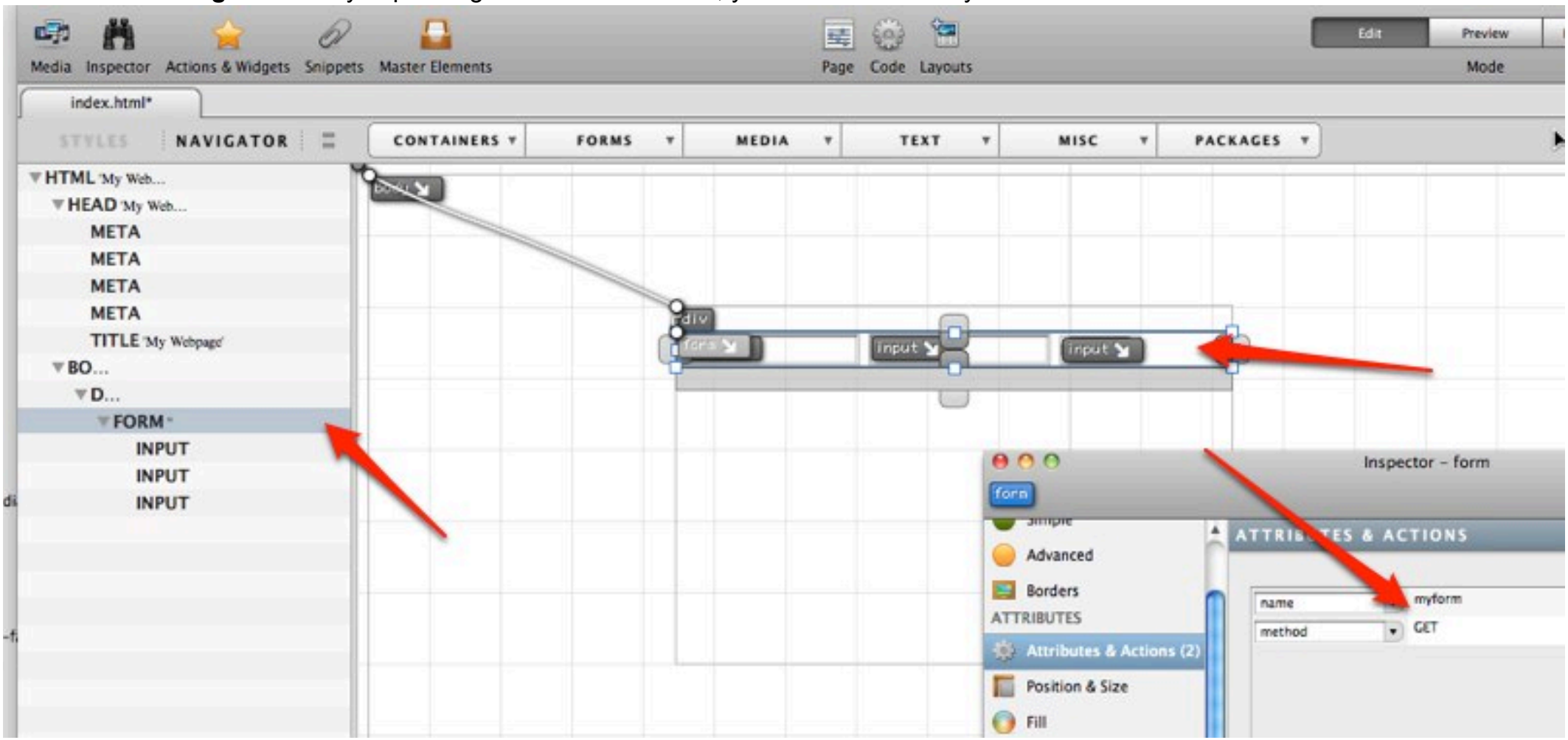
CREATING A SIMPLE FORM
You can create a form inside either the body, a div or other elements such as a table. To create a simple form inside a div, you can create a div in the usual manner, such as using **Quick Div** from the **Containers** menu, and then select it.

Then you can choose **Quick Form** from the **Forms** menu.



MODIFYING THE FORM

When you have a form inside a div, you can then modify it to work with your own server applications. The easiest way to select your new form is in the **Navigator** and by expanding the tree of elements, you'll be able to see your new form and select it.



Forms can have many attributes, but the important ones are:

Forms can have many attributes, but the important ones are:

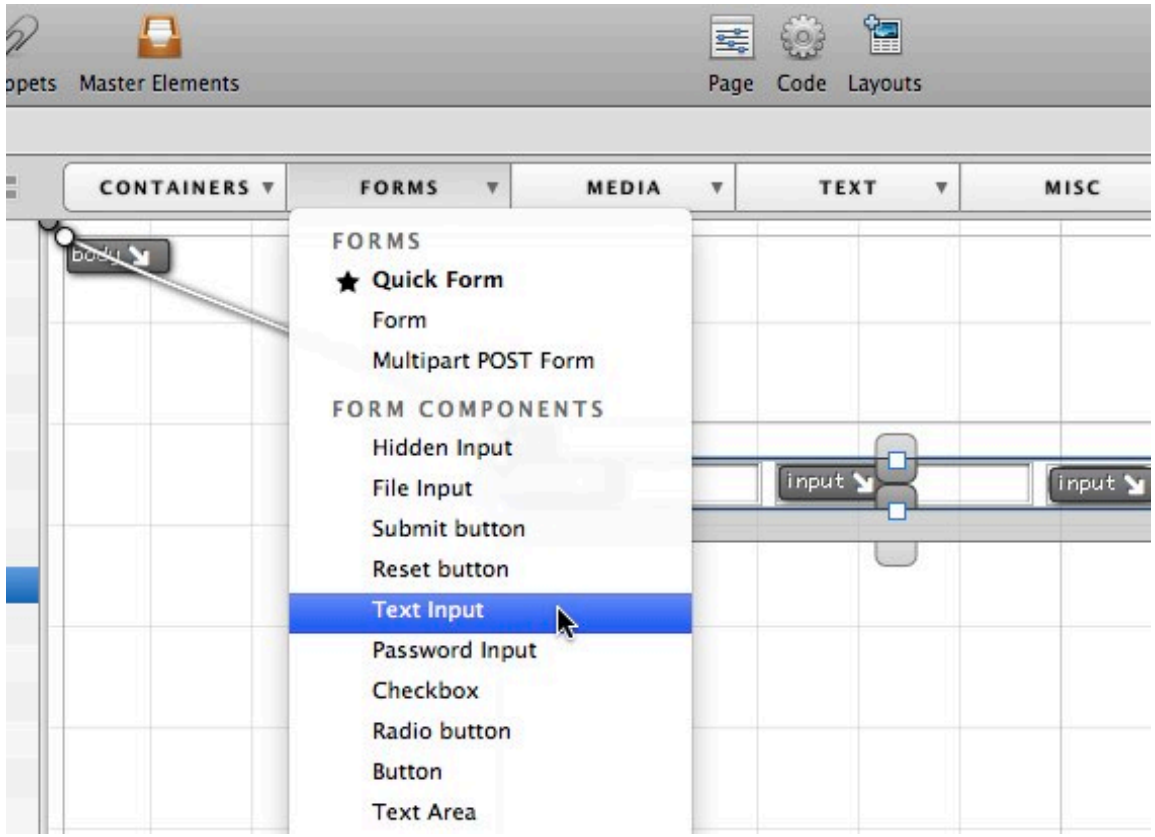
method - This controls what method to use to pass the data back to your server, GET is the simplest method, but is limited to the amount of data you can pass, whereas POST can sometimes be a little more complicated, but you can pass back large amounts of data, even hundreds of megabytes.

name - This is a critical attribute if you want to control your form with JavaScript, as it allows it to be accessed easily using the JavaScript DOM tree.

action - This is the script on your web server that the data will be passed to, if it's not stated, then the current page will be used, alternatively you can state something like /cgi-bin/submit-address.php for the target.

ADDING ELEMENTS TO THE FORM

When you have the form selected, you can add elements to the form, these can be any XHTML/HTML element but mostly they will be input elements like text entry fields, checkboxes and buttons.

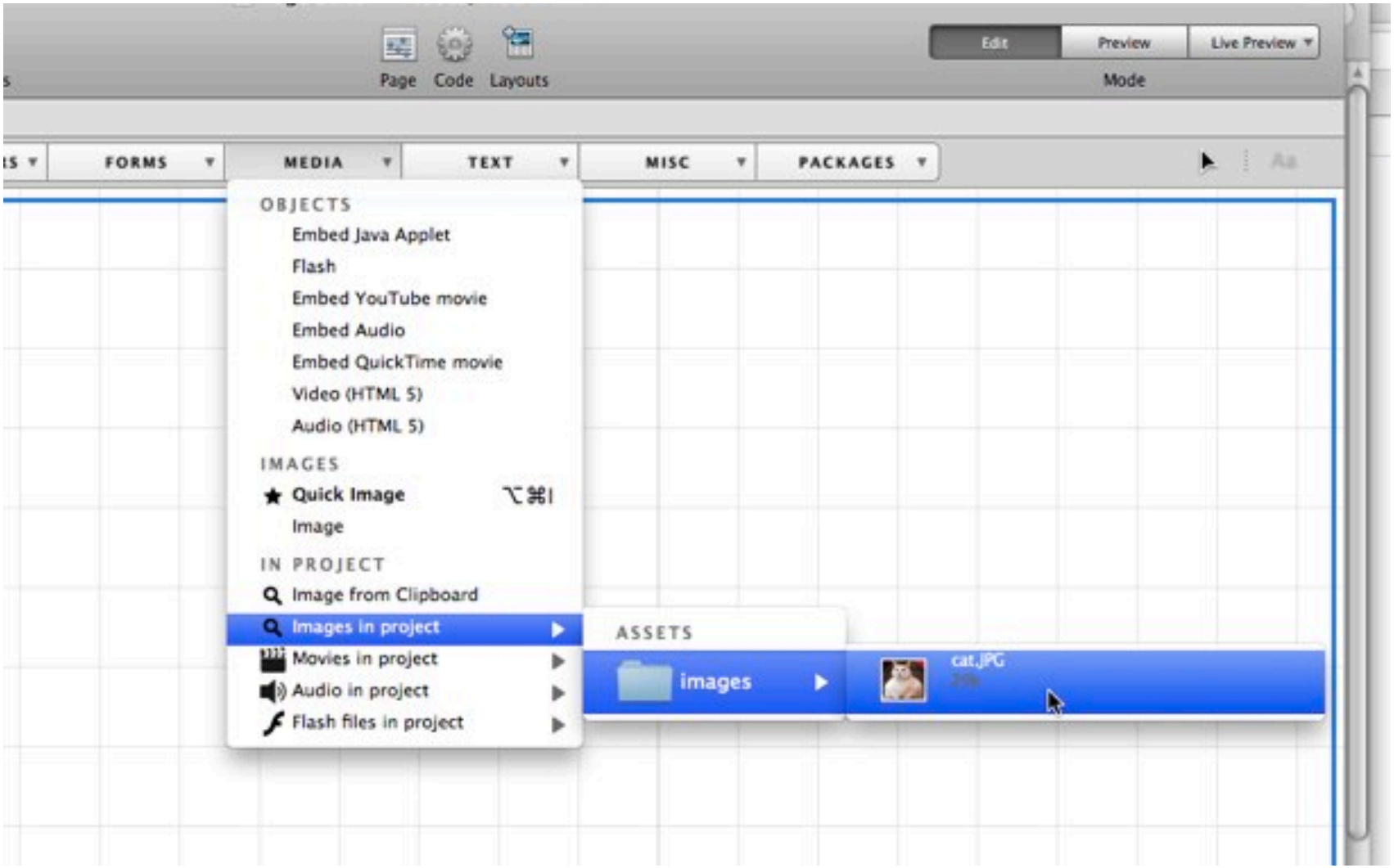


You can add as many elements as you like to a form, and then you should give all elements name attributes as this is what will be passed back to your server.

IMAGES

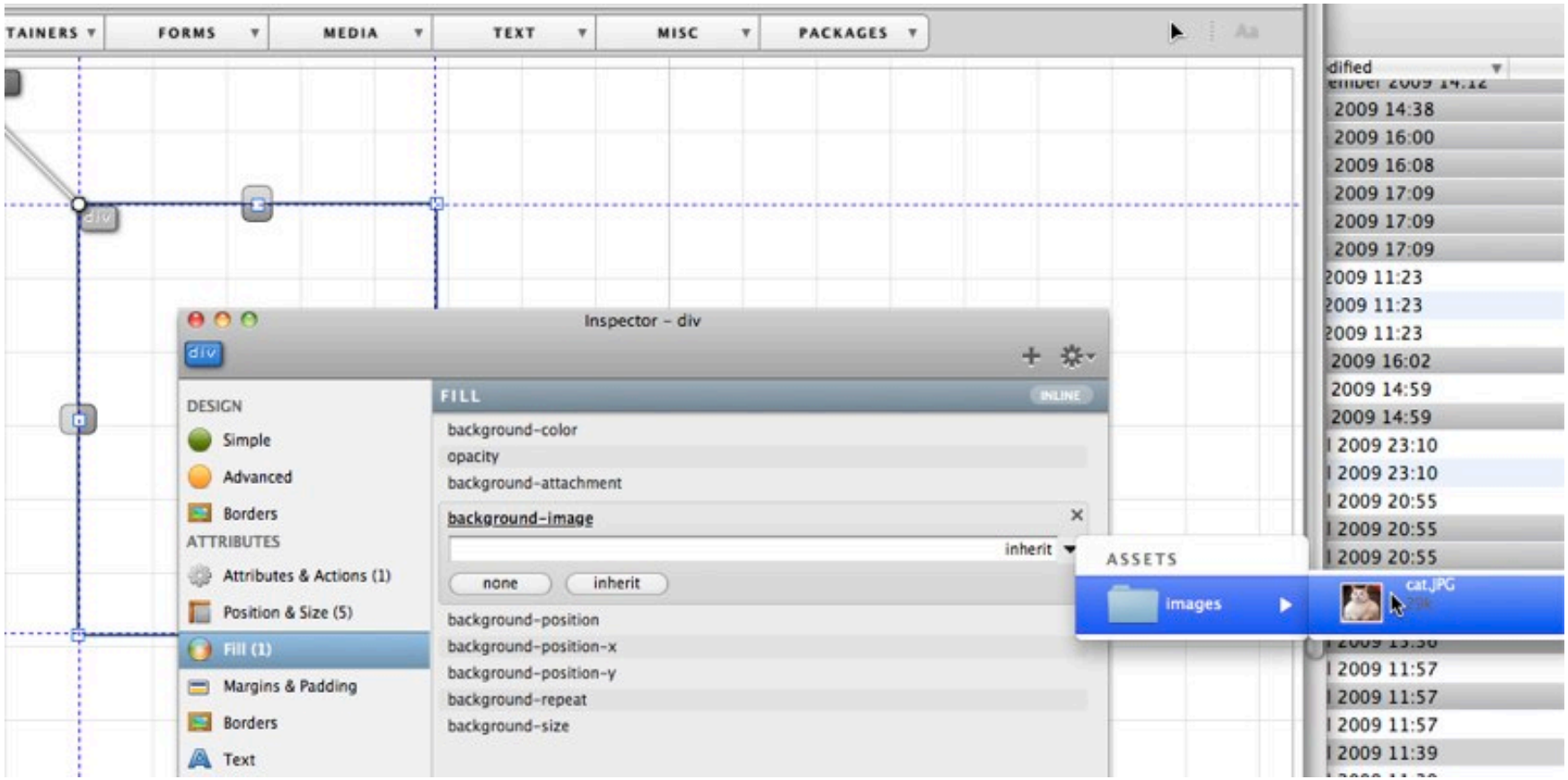
INTRODUCTION
Images can be included in web pages in a number of ways. Traditionally, images are included in web pages using img tags, more recently, with the introduction of XHTML and CSS, images can also be used as a Div backdrop.

USING IMG ELEMENTS
img elements are the oldest, and most compatible way to include images in your web site. They are also the simplest. To add an image to your web page, you can choose any image in your project from the **Images in project** sub menu in the **Media** menu. This will insert an img into the selected element.



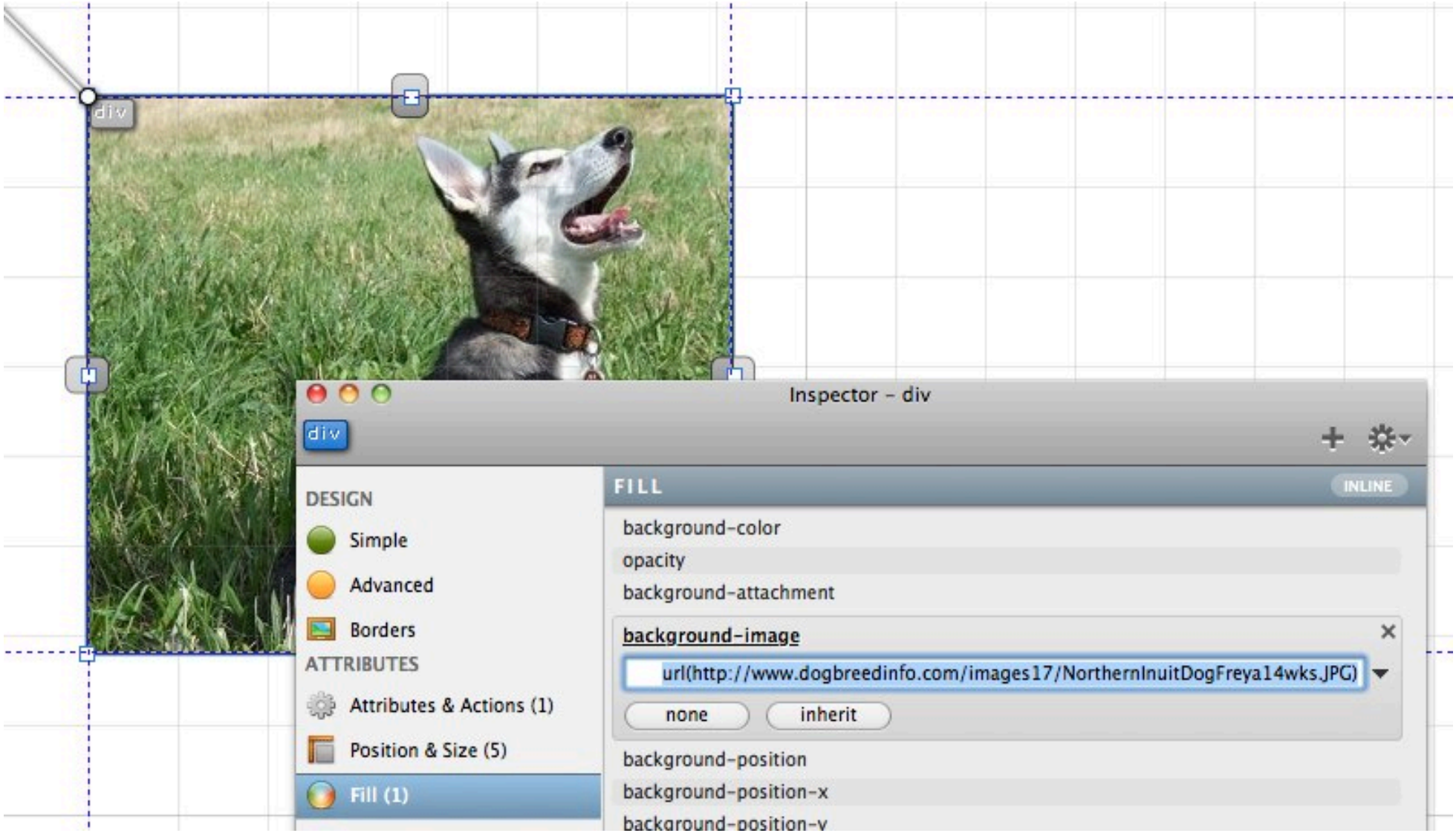
USING IMAGES IN DIV ELEMENTS

Images in Divs can be easily used using the **Inspector**, simply choose an existing image from the **background-image** attribute area in the **Fill** section.



You can of course type in an alternative image from either your project or a full HTTP URL such as:

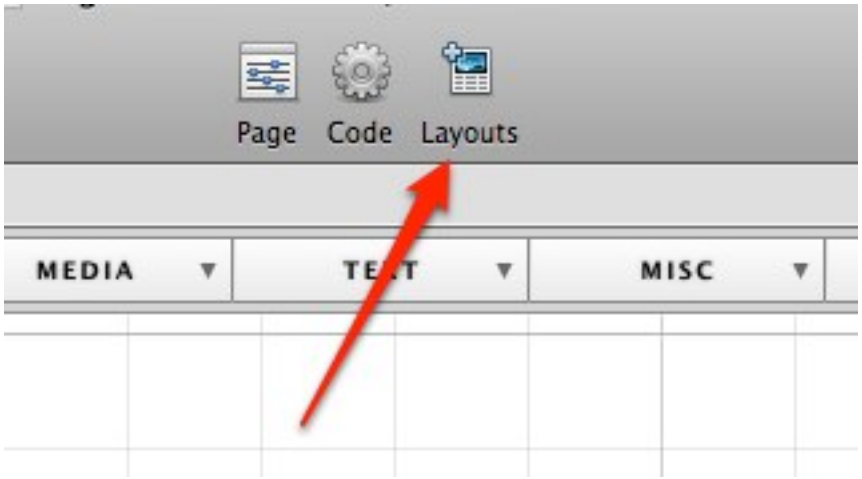
url(http://www.dogbreedinfo.com/images17/NorthernInuitDogFreya14wks.JPG)



LAYOUTS

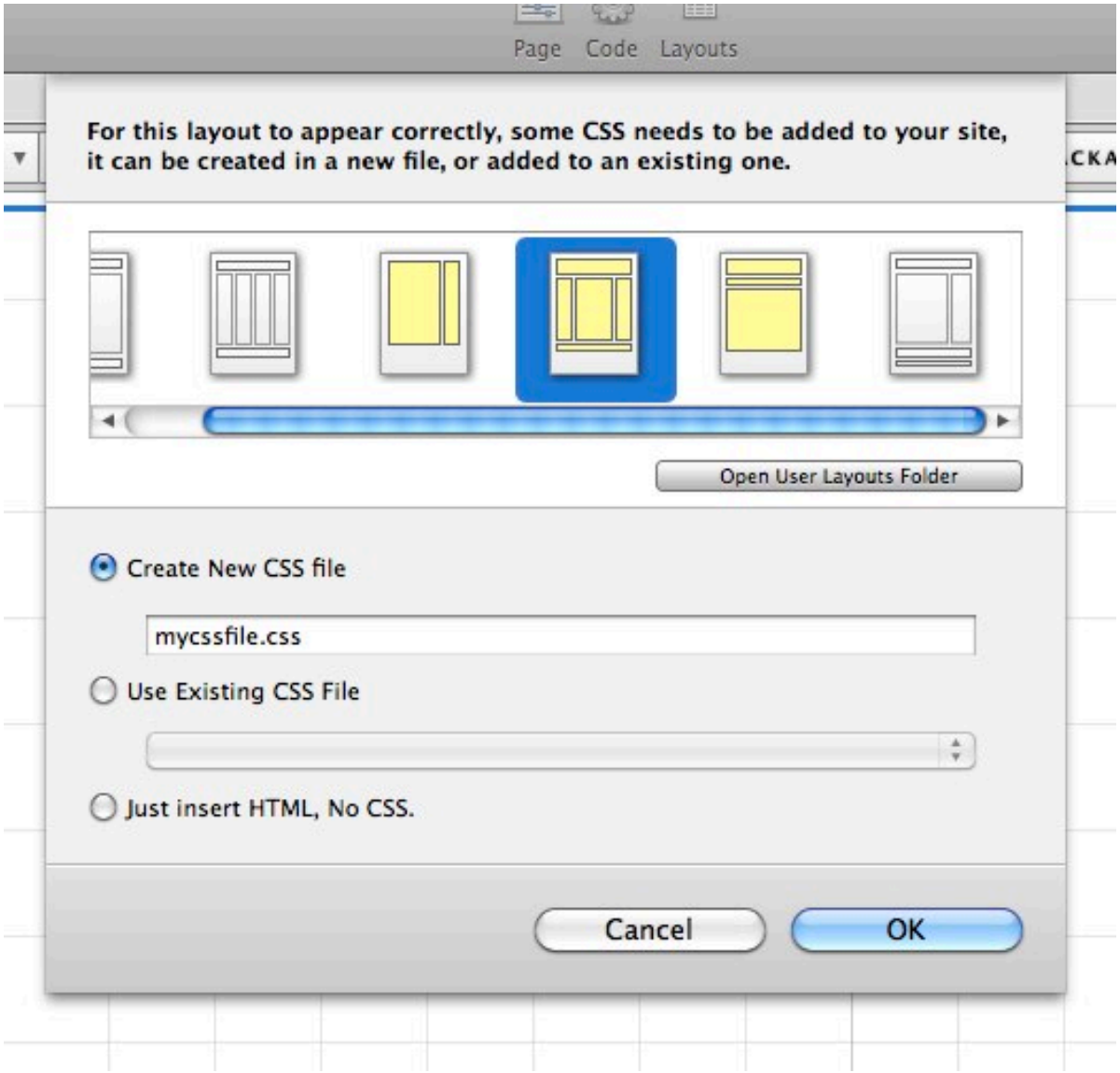
INTRODUCTION
Flux includes some pre-defined CSS/XHTML layouts to get you started quickly with modern web layouts. Once you're confident in laying out websites yourself, you can add your own layouts to Flux to use over and over again.

ACCESSING FLUX LAYOUTS
First create a new page from the Site Manager and open it in to the Page Editor, now click the Layouts button on the toolbar.



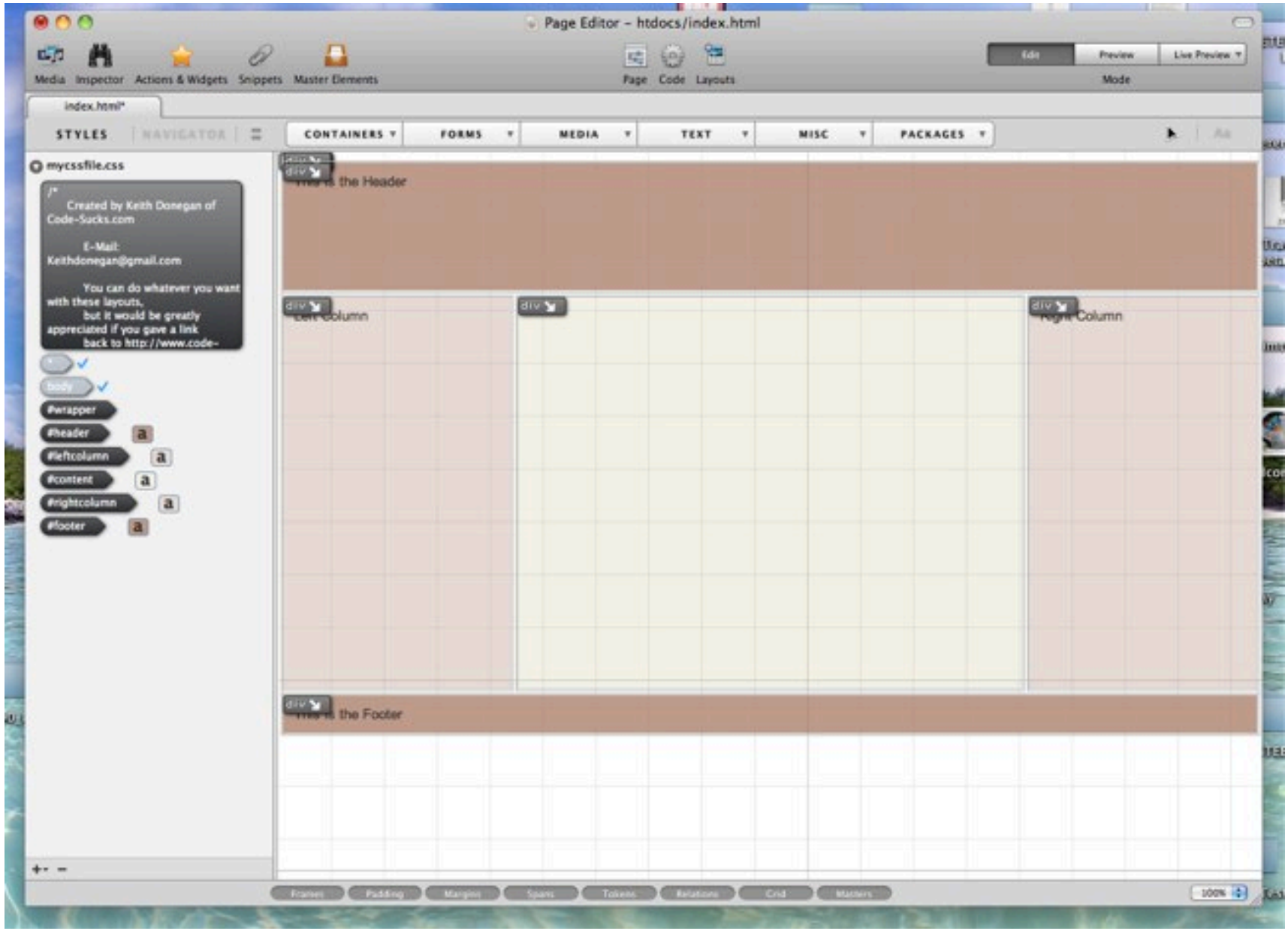
CHOOSING A LAYOUT

Flux supplies several layouts, and you can choose them from the sheet which appears. You can also choose to create a new CSS file containing the styles required for the layout, add the styles to your existing CSS files, or not use CSS at all, if you plan to create the styles yourself.


Page
Code
Layouts
For this layout to appear correctly, some CSS needs to be added to your site, it can be created in a new file, or added to an existing one.
Open User Layouts Folder
Create New CSS file
mycssfile.css
Use Existing CSS File
Just insert HTML, No CSS.
Cancel
OK

WORKING WITH LAYOUTS

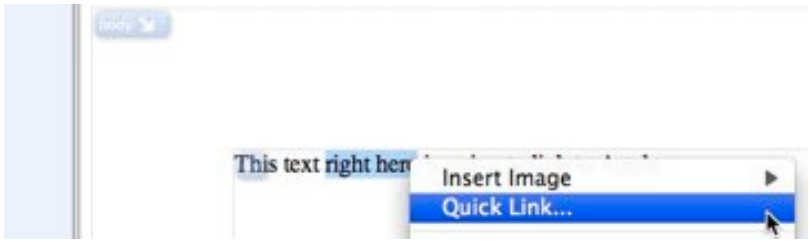
Once the layout is on the page, it becomes just like any other page Flux and you and add divs and edit the styles just like any other page.



LINKS

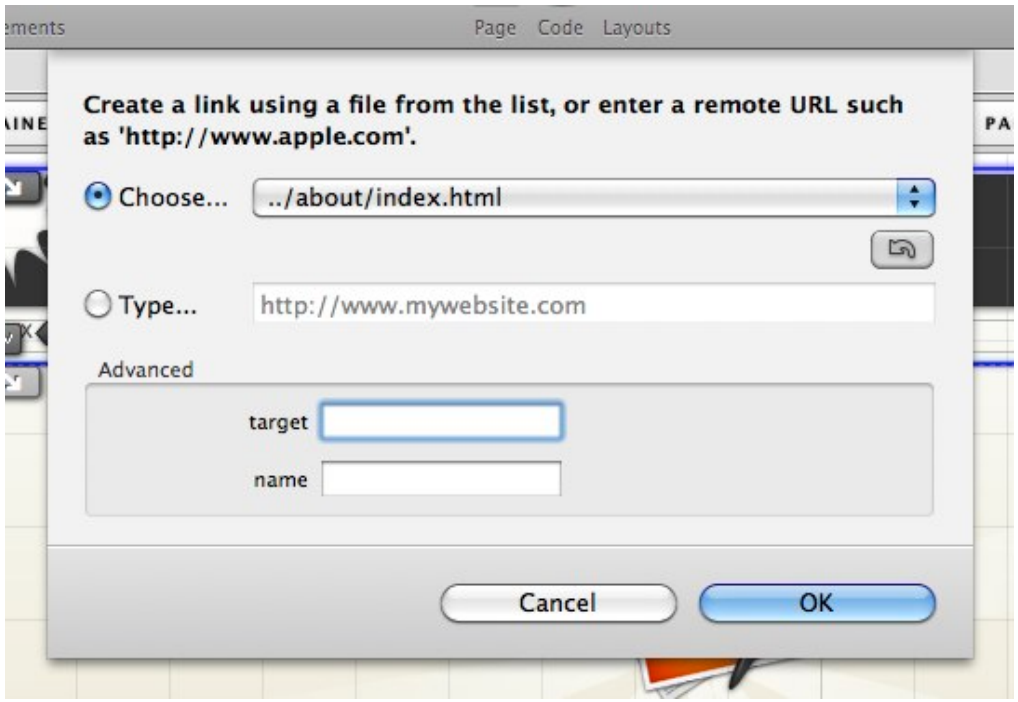
INTRODUCTION
Links are used to create a link between web pages, the pages can either be part of your project, or on a completely different website owned by another person.

GETTING STARTED
You can very quickly create a link in Flux by using the Quick Link function in the contextual menu (Right-click, or Control-click).

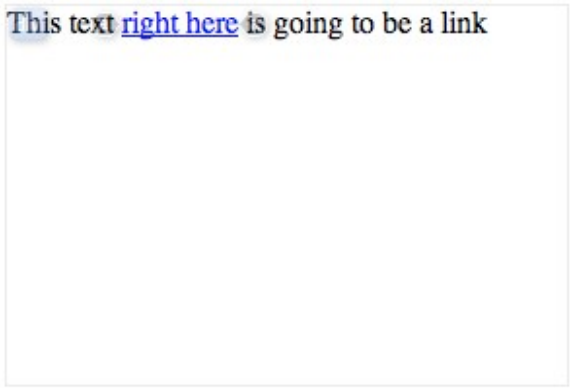


To do this, first type some text at select the part you want to become the link.

Now choose the **Quick Link** item in the menu. and either choose a page in your site to link to, or type in a URL. Now press **OK**.

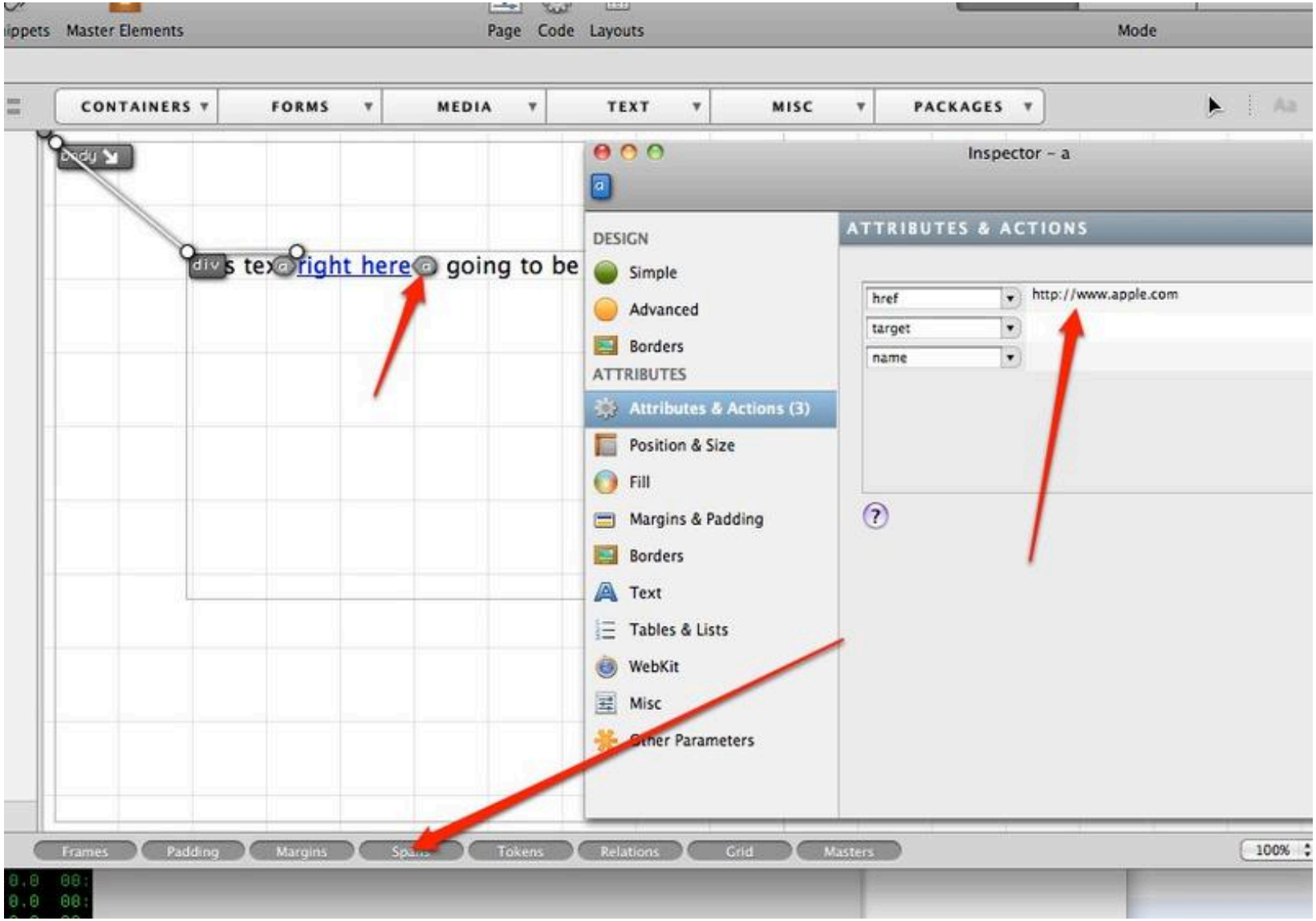


You will now see that the link has turned blue and in **Preview** mode, can be clicked to go to the link's destination.



WORKING WITH THE LINK

You can now work with the link and change the href attribute by clicking the a tags and opening the **Inspector**, if you cannot see the **a** tags, ensure you have **Spans** enabled in the **Details** bar.



LOCKING OBJECTS

To prevent accidental changes to your page, Flux allows you to 'lock' objects.
To lock an object, simply select the object you want to lock by clicking on it an use the the key combination Command-L (or choose **Toggle Lock** from the **Edit** menu).

When locked, the objects 'tag' will go red.

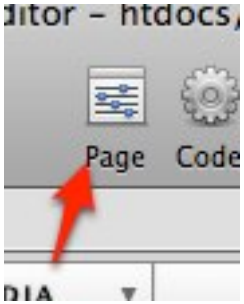
PAGE ELEMENTS & ATTRIBUTES

INTRODUCTION

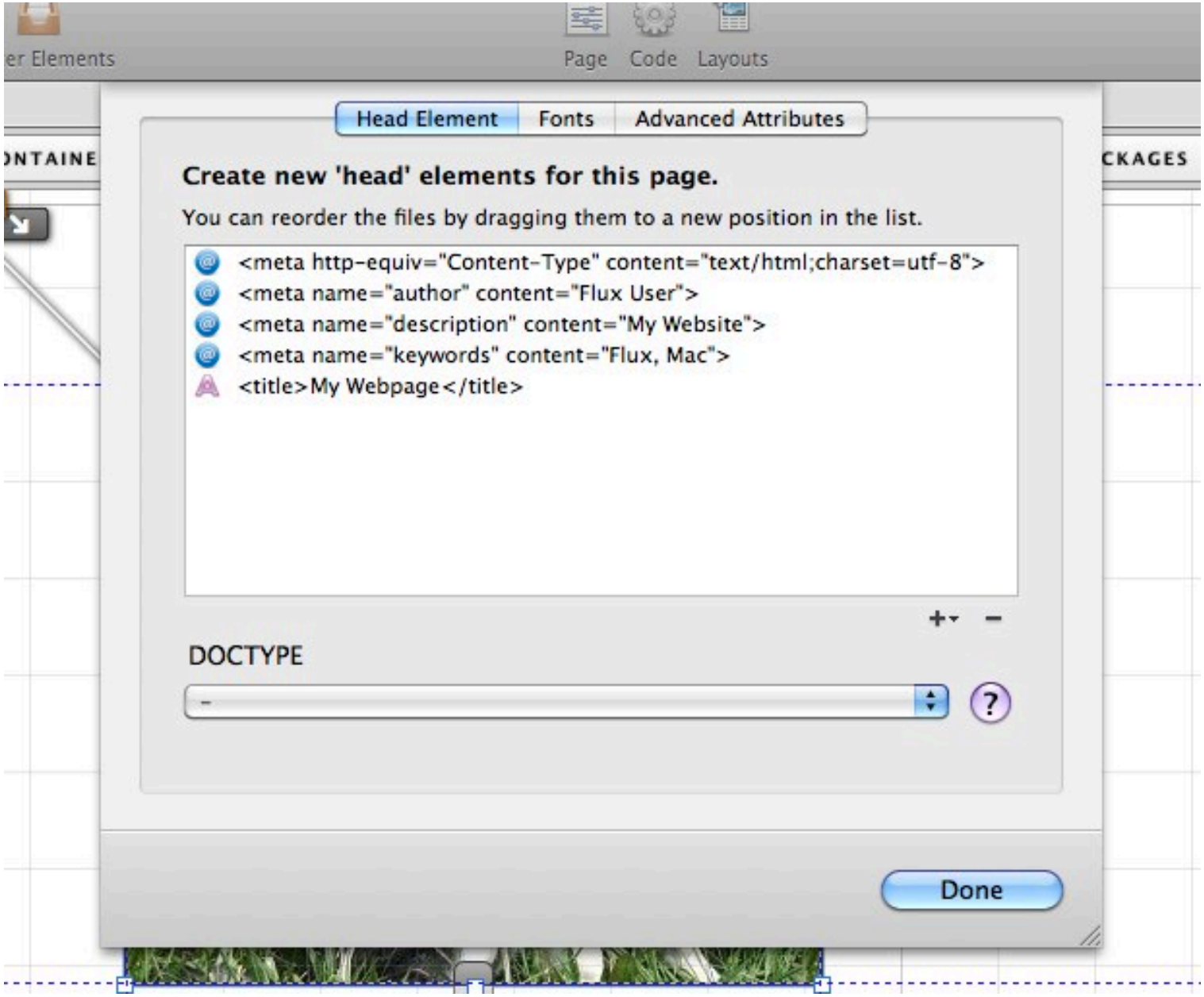
Page Elements & Attributes are generally stored in the <head> element of a web page, the contents of the elements generally affect the whole page, and not just one element. Elements in the <head> element are generally JavaScript and CSS imports, which are required for styles and third-party JavaScript libraries. Other elements include <meta> elements which are used to describe advanced behaviour to the web browser and also contain simple information such as the author of the web page.

WORKING WITH PAGE ELEMENTS & ATTRIBUTES

To work with Page Elements & Attributes, click the **Page** button on the toolbar of the Page Editor window.



You can now start to change, add, and delete Page Elements. The list of elements allows you to drag and drop to re-order the elements, although you should be careful while doing this as some JavaScript libraries can be particular about in the order in which they are loaded.



META TAGS
Meta tags can contain many different types of data, some are purely information, such as the author of the web page, or a description of it's content. You can add a new Meta tag from the popup menu, and refer to the following pages for more information:

http://en.wikipedia.org/wiki/Meta_tag
http://w3schools.com/tags/tag_meta.asp
http://www.w3.org/TR/REC-html40/struct/global.html#h-7.4.4.2

LINK TAGS
Link tags in the Head element define a link to an external resource, generally this means an external CSS stylesheet file. You can have as many link tags as you like, and also define different links for different types of web browser, for example

```
<link rel="stylesheet" media="screen" type="text/css" href="theme.css" />
```

defines a stylesheet which will be used by desktop web browsers, however on a handheld device, these styles may be too complex or high-bandwidth to be useful, so another link can be added like so:

```
<link rel="stylesheet" media="handheld" type="text/css" href="handheldtheme.css" />
```

which will be read by the web browser on a handheld computer instead, and you, the author can ensure that the styles are more appropriate for this kind of device. You can read more about <link> elements here:
http://www.w3schools.com/TAGS/tag_link.asp

TITLE TAG
The title tag simply contains a title for the web page, this will normally appear in the title bar of your web browser.

SCRIPT TAGS
Scripts tags contain either JavaScript code, or the URLs of files contain JavaScript code. Including these in the <head> element ensures that they are loaded right away by the web browser, before any JavaScript makes calls to methods or functions with the linked JavaScript file. It is generally advisable to have JavaScript in separate files so that it can be re-used in many HTML files.

You can choose any JavaScript file in your project from the popup menu to add to the <head> element, or type them in manually if you prefer. You should not that certain JavaScripts need to be linked in a particular order to work.

IMAGE MAPS

An image map usually consists of a MAP element, which contains one or more AREA elements.

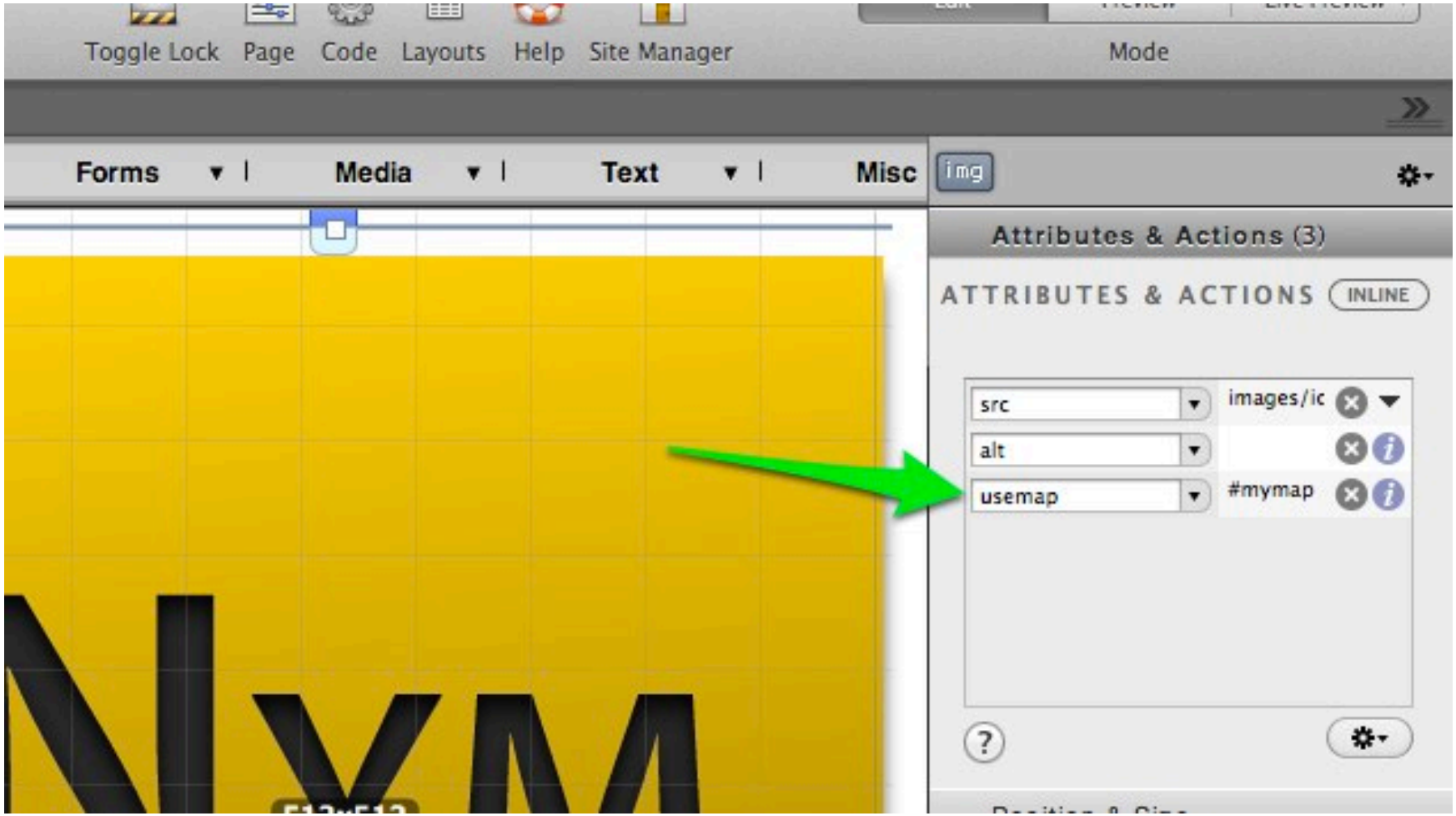
The intention of an image map is to provide an easy way of linking various parts of an image without dividing the image into separate image files, they can also be used to create links which are non-rectangualar.

CREATING AN IMAGE MAP

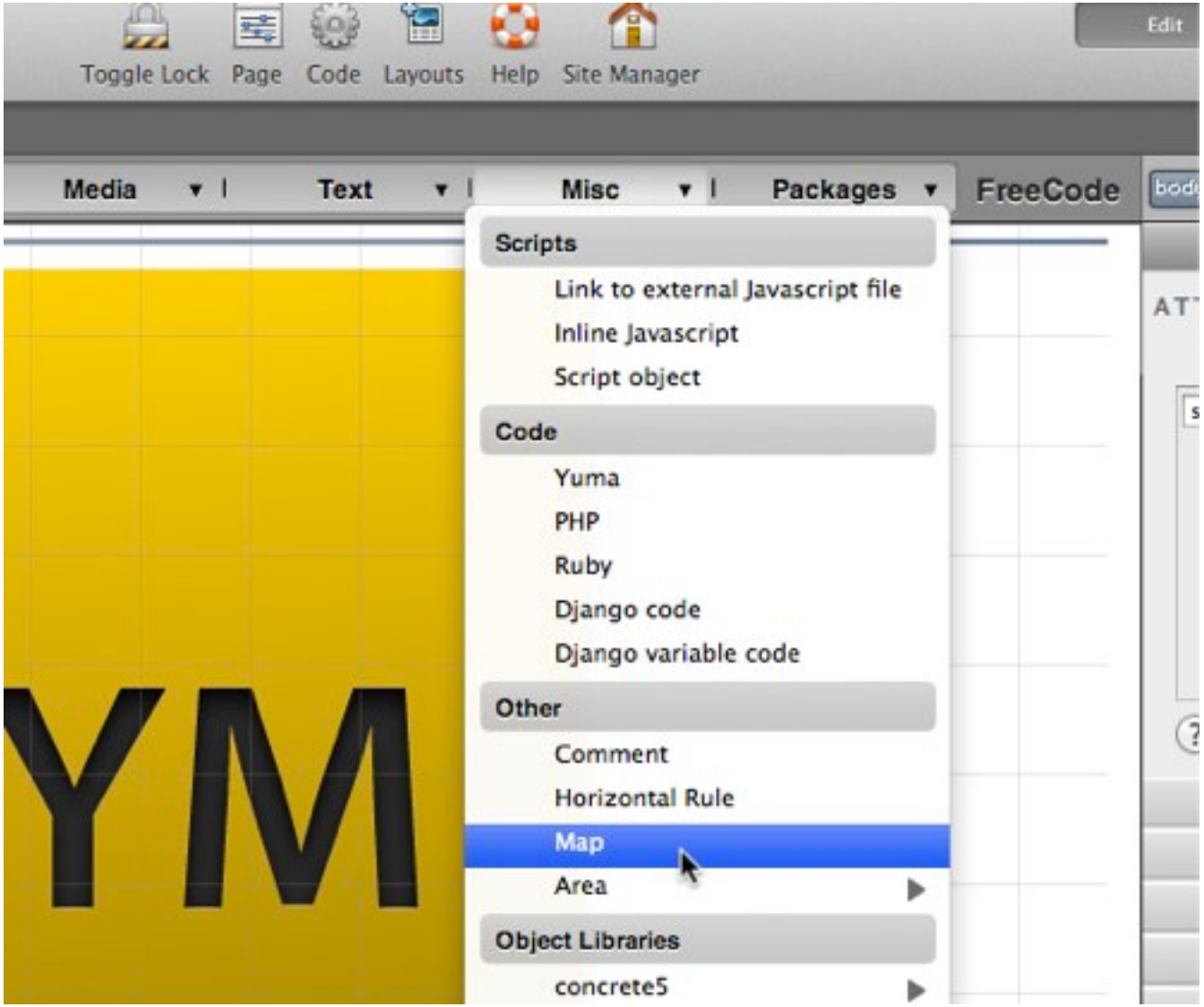
The first thing to do is to insert an image, this is explained in the Image section of this manual. Maps can only work with IMG elements, not DIVs with background images.

We now need to set the usemap attribute of the IMG element using the Inspector.

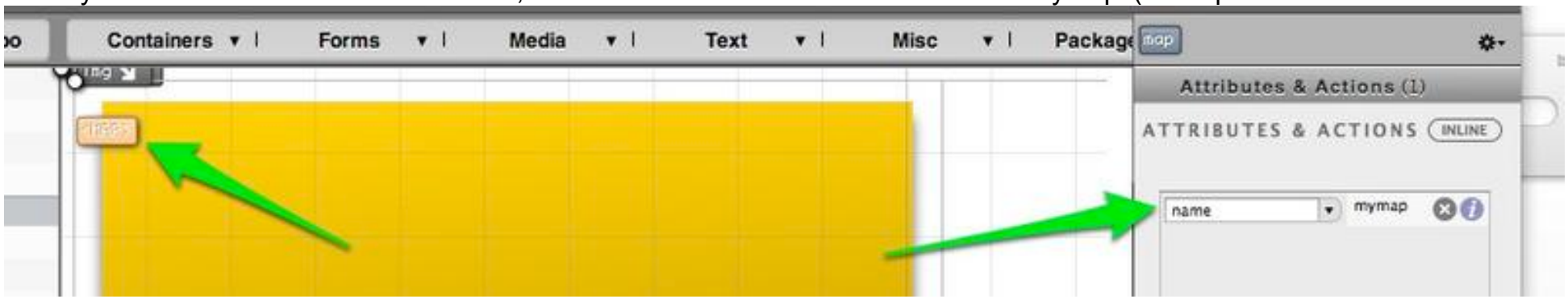
Ensure your name starts with a '#' character. In this case, let's call it '#mymap'.



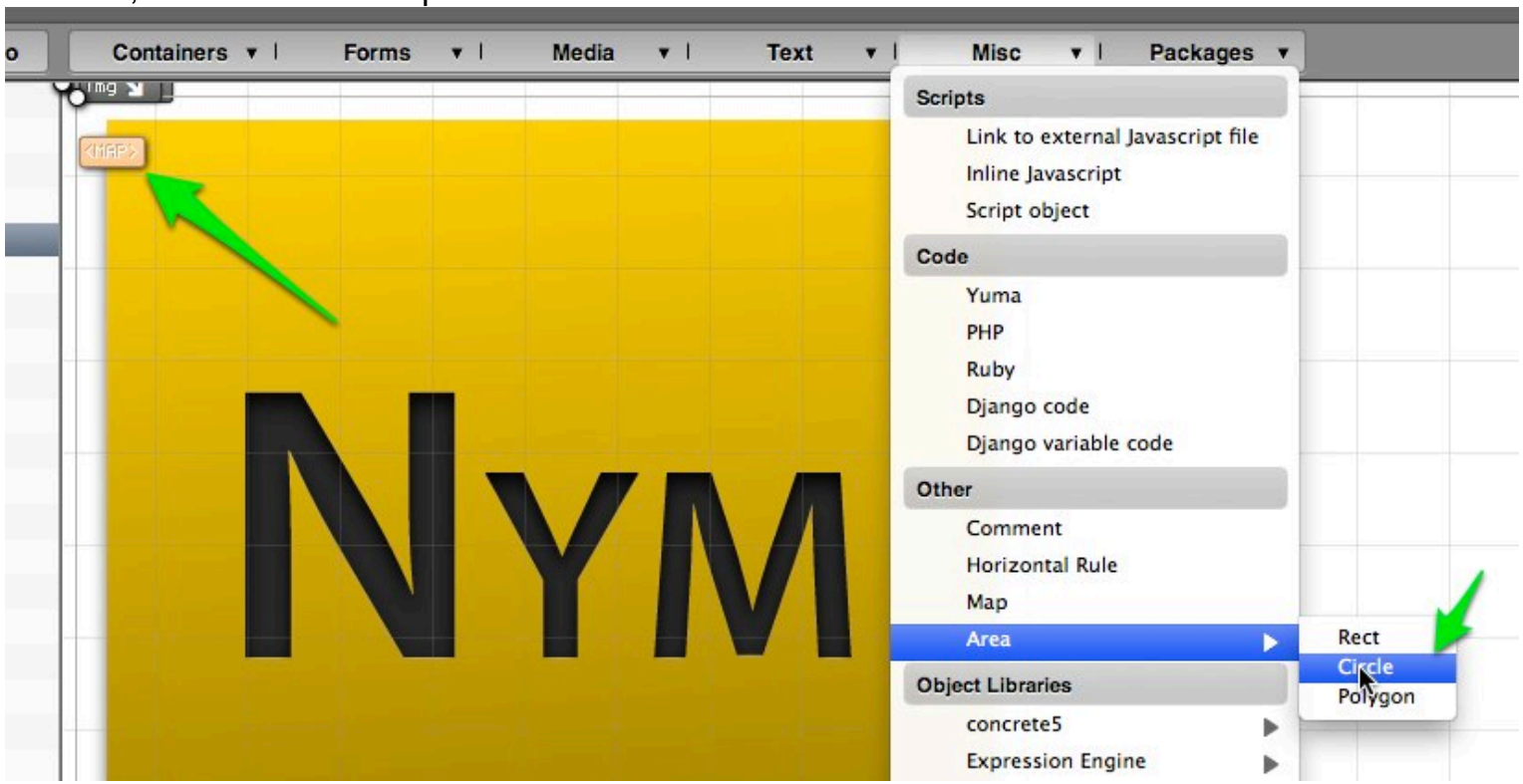
We now need to create a MAP element. It doesn't matter where we create it on the page, IMG elements do not permit child elements, so although it may seem logical to put the MAP element inside the image, we cannot. For this example, you can insert the element into the body element.



Once you have created the MAP element, we need to set the name of the MAP to 'mymap' (no '#' prefix this time.



We have no created the MAP element, but by itself, it won't do anything, we need to create a AREA within it. To do this, select the MAP element, and choose a shape from the 'Area' submenu of the 'Misc' menu.



Once the circle has been created, you can move it by dragging the AREA tag, and resize it by dragging the handle at the bottom of the circle.

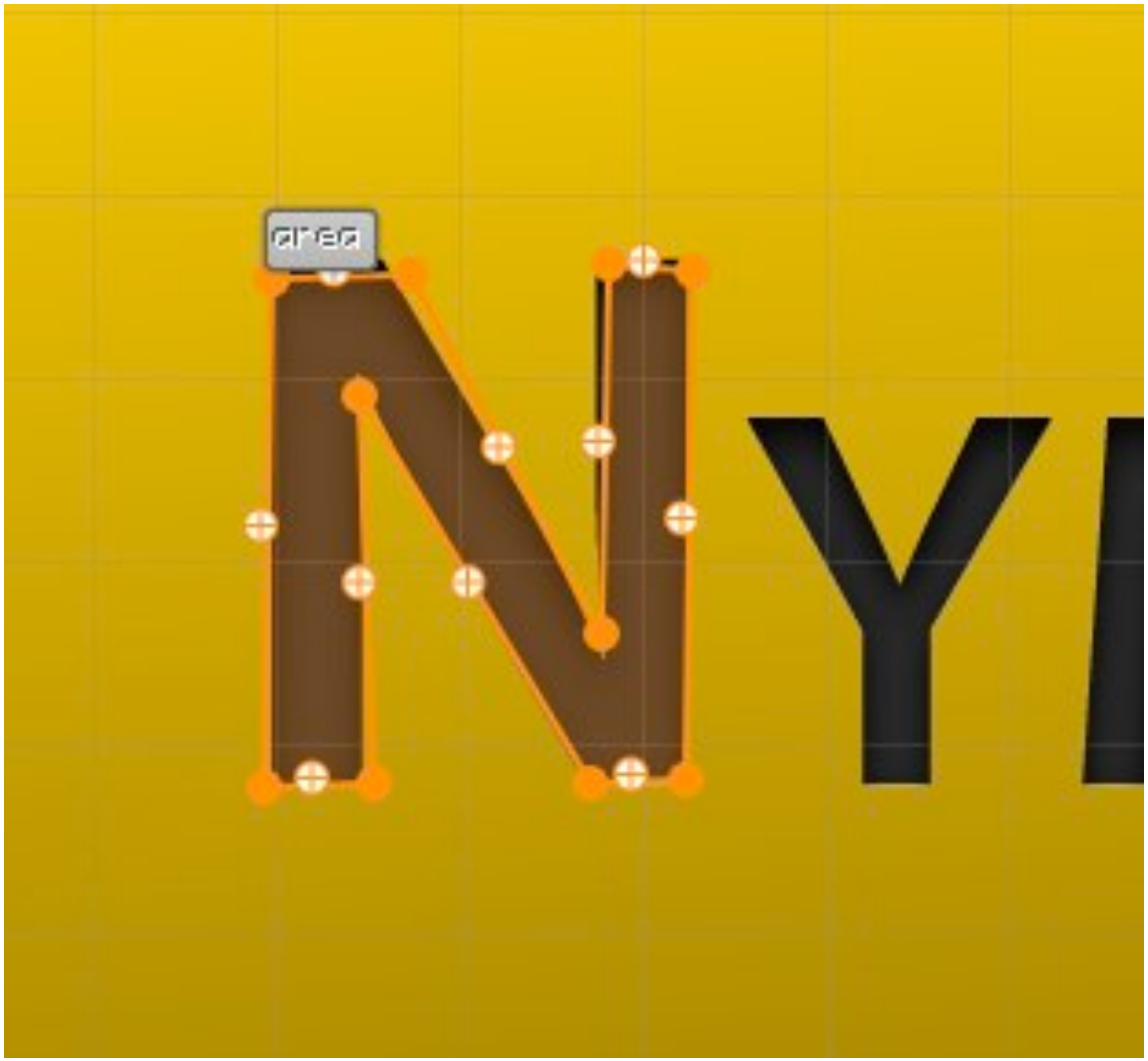
Rects works in a similar way to circles.

EDITING POLYGON AREAS
Circles and Rectangles are, by nature, easy to edit, polygons can be a bit more complicated.

There are two types of handles on polygon areas, the resize ones, which are solid, and the 'add' ones which are white, and have a '+' in them.

The solid ones can be dragged to reshape the polygon, and they can also be doubled clicked, which gives you the option to remove that point of the polygon.

The '+' handles are simply clicked, to add a new point to the polygon.

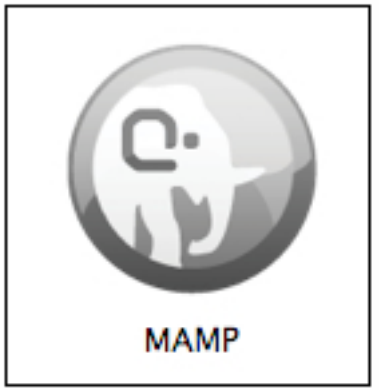


By adding and manipulating the points, it's easy to create very advanced polygons with no knowledge of coding.

USING MAMP WITH FLUX

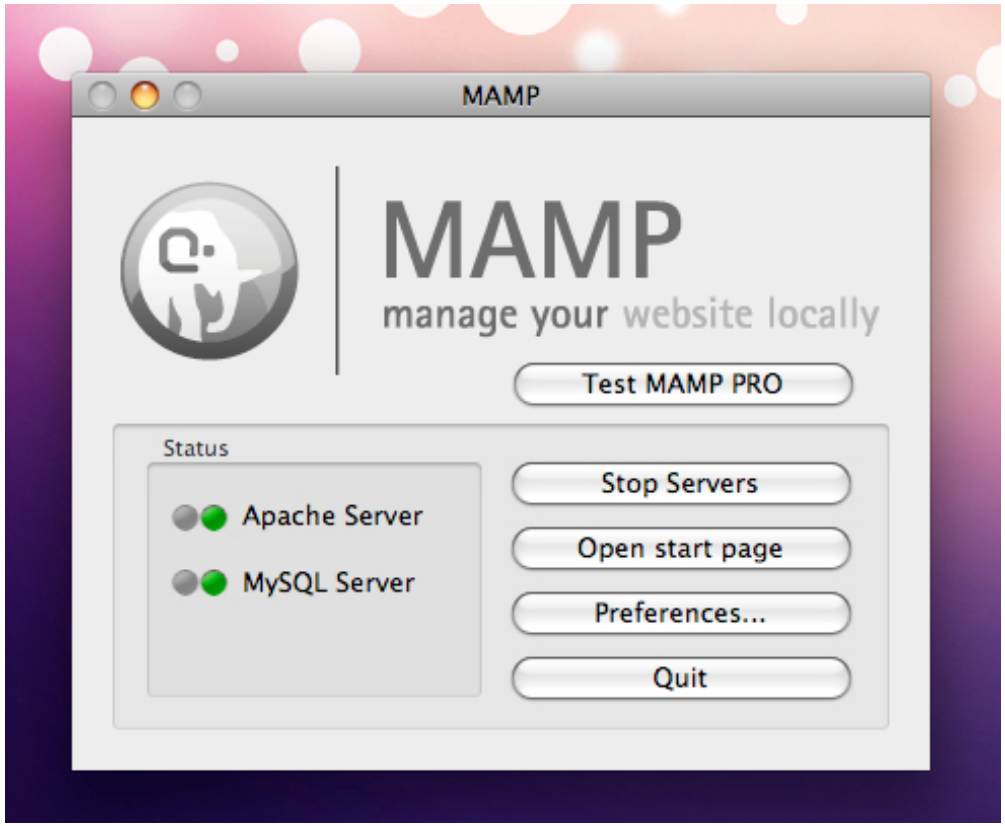
The abbreviation "MAMP" stands for: Macintosh, Apache, Mysql and PHP. You can read a lot more about MAMP here.

LAUNCH MAMP



First, launch MAMP by simply double clicking it's icon.

STEP 1
Make sure both the Apache and the MySQL server are both running, they should both have green dots next to them. If there are red dots, press the 'Start Servers' button to start them.

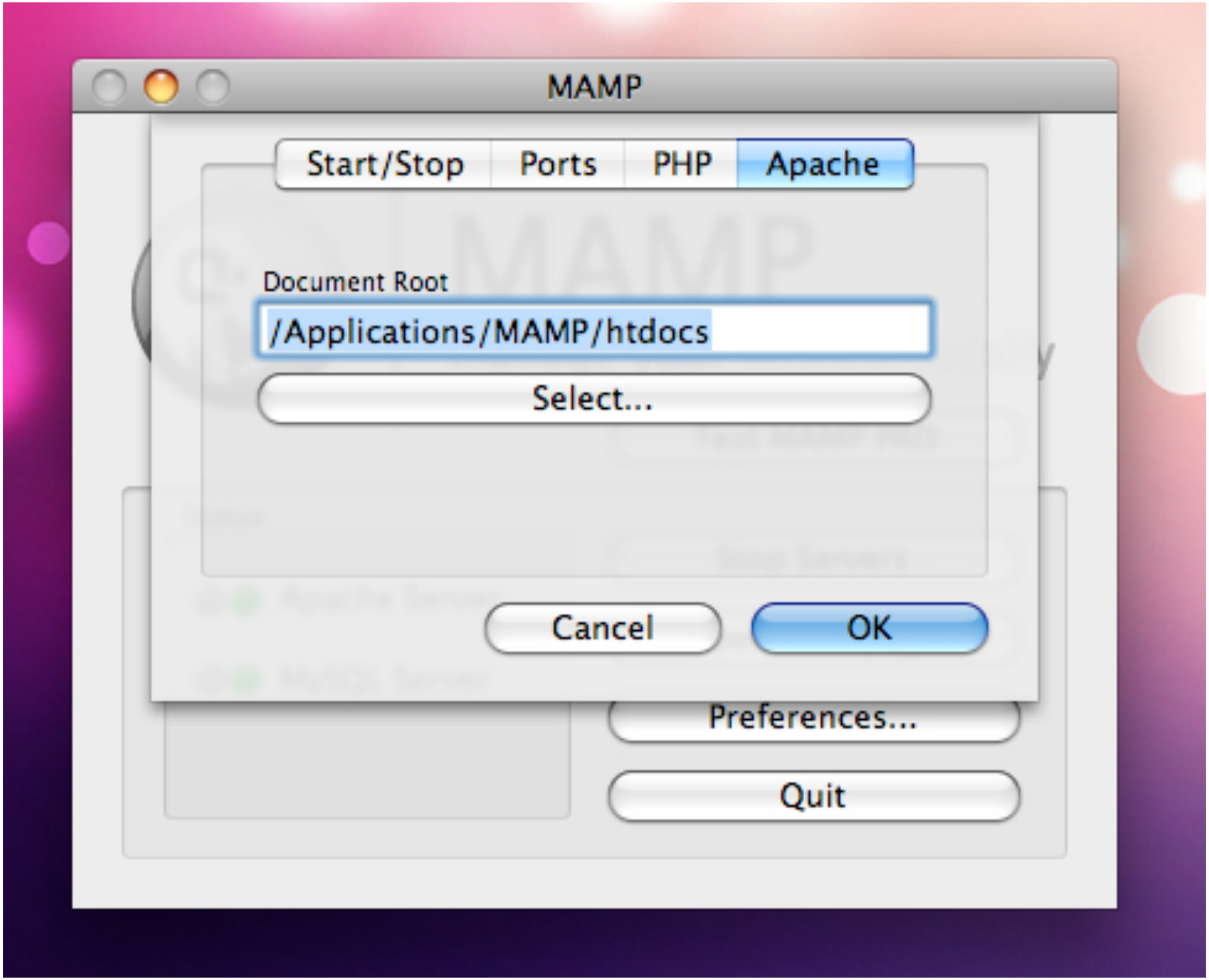


STEP 2
Now the servers are running, we can start creating pages in Flux.

Check where the MAMP 'document root' is set, it's usually

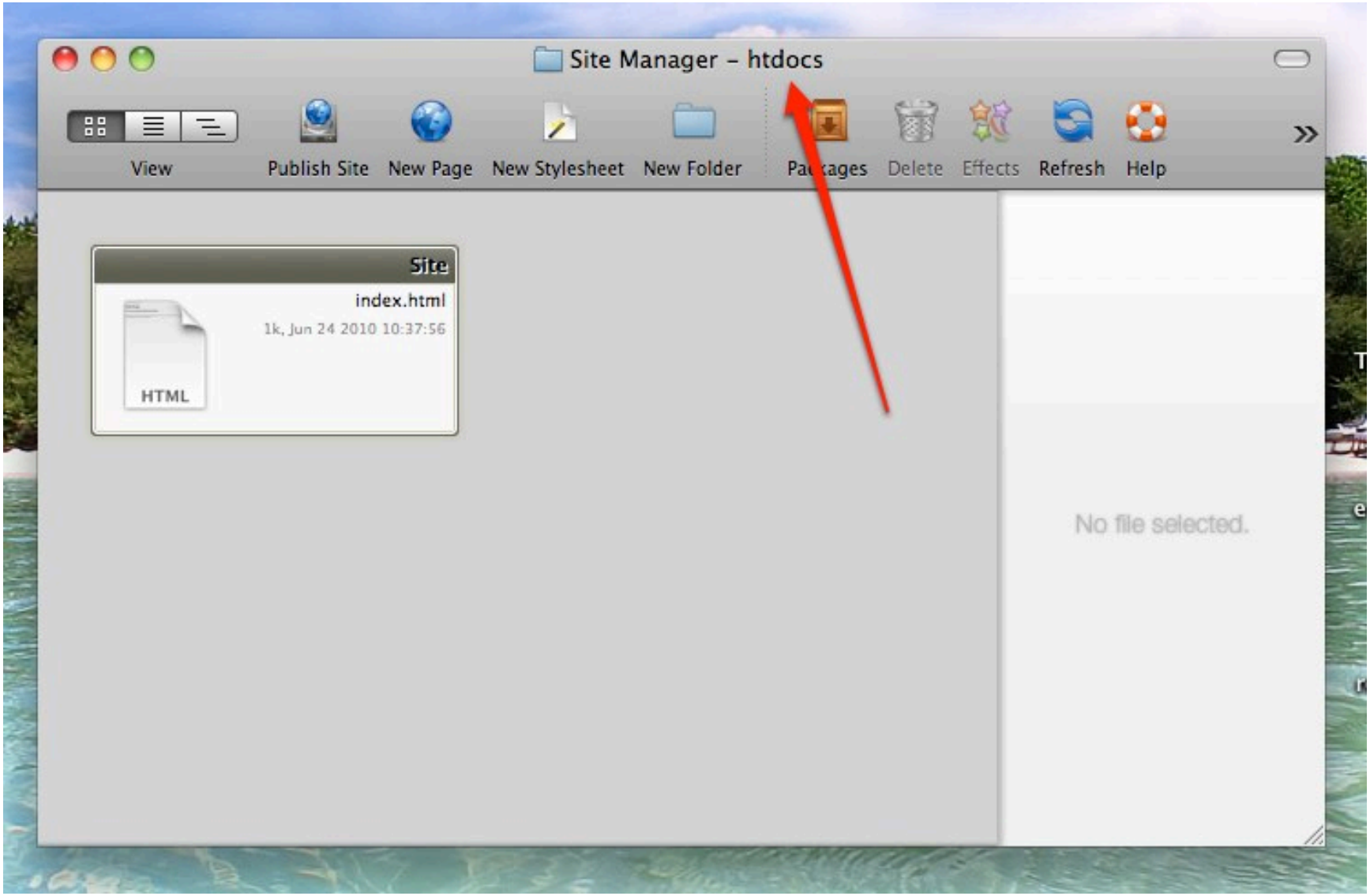
`/Applications/MAMP/htdocs`

You can check in the **Preferences** section of MAMP, under the **Apache** tab.



STEP 3
Now, drag the 'document root' folder to the Flux icon to open it as a website. You can now edit this web site like any other site in Flux.

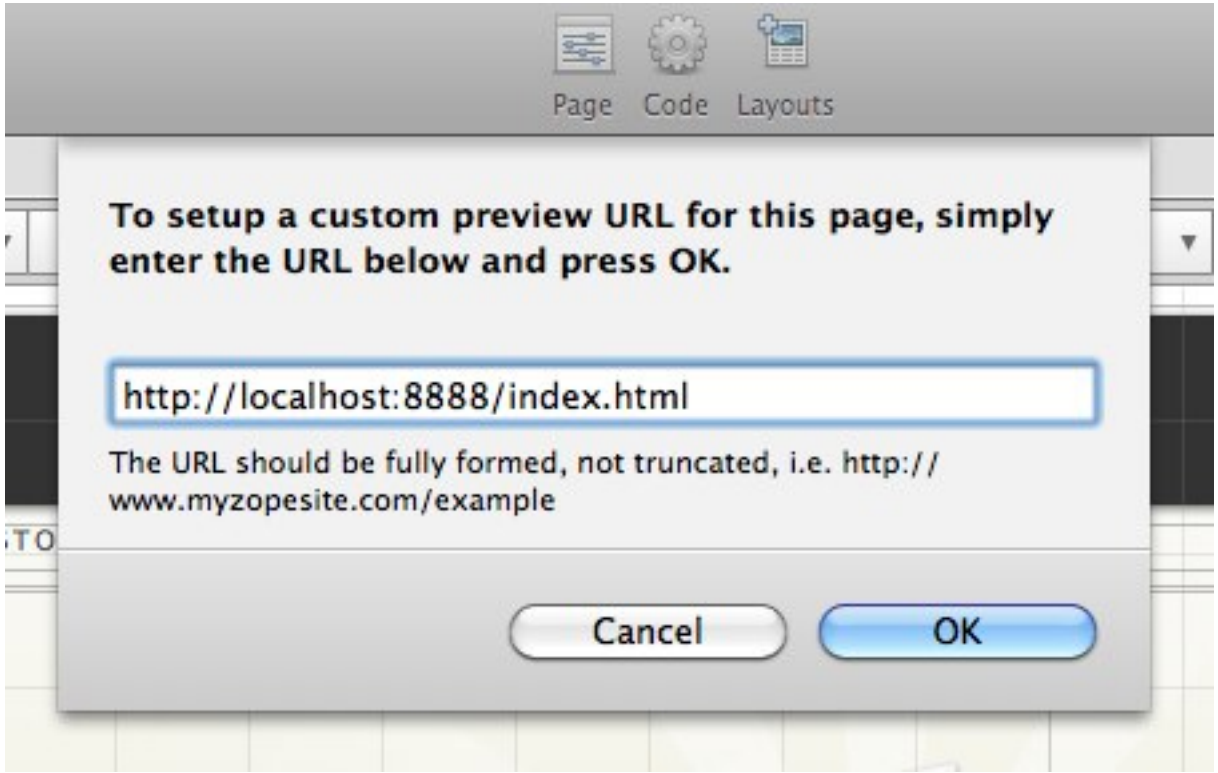
To make sure MAMP is working correctly, create an *index.html* file, and add an object to it, just so you will recongnize it when seeing it again.



STEP 4
Usually when using Flux, you could switch to **Preview** mode to see the page, and although this will still work, you won't be seeing it with a server environment, which would defeat the point of using MAMP.

To see it within the server environment, we need to setup a 'Custom Preview URL', this is done from **Live Preview** pop up menu.

Once you have setup the custom preview URL, it will be available from the **Live Preview** pop up menu.


Page
Code
Layouts
To setup a custom preview URL for this page, simply enter the URL below and press OK.
http://localhost:8888/index.html
The URL should be fully formed, not truncated, i.e. http://www.myzopesite.com/example
Cancel
OK

DONE!
Now, when you preview your page using this technique, any database access, or PHP will run withing the MAMP environment, giving you the correct result!

CHECK YOUR PREFERENCES
You might want to enable the 'Support content before <HTML> tags', as often PHP pages need to have code outside the usual HTML area.

MASTER ELEMENTS

Master Elements are used when a structure of elements need to be repeated across multiple pages.

DESIGNATE AN ELEMENT TO BE A MASTER

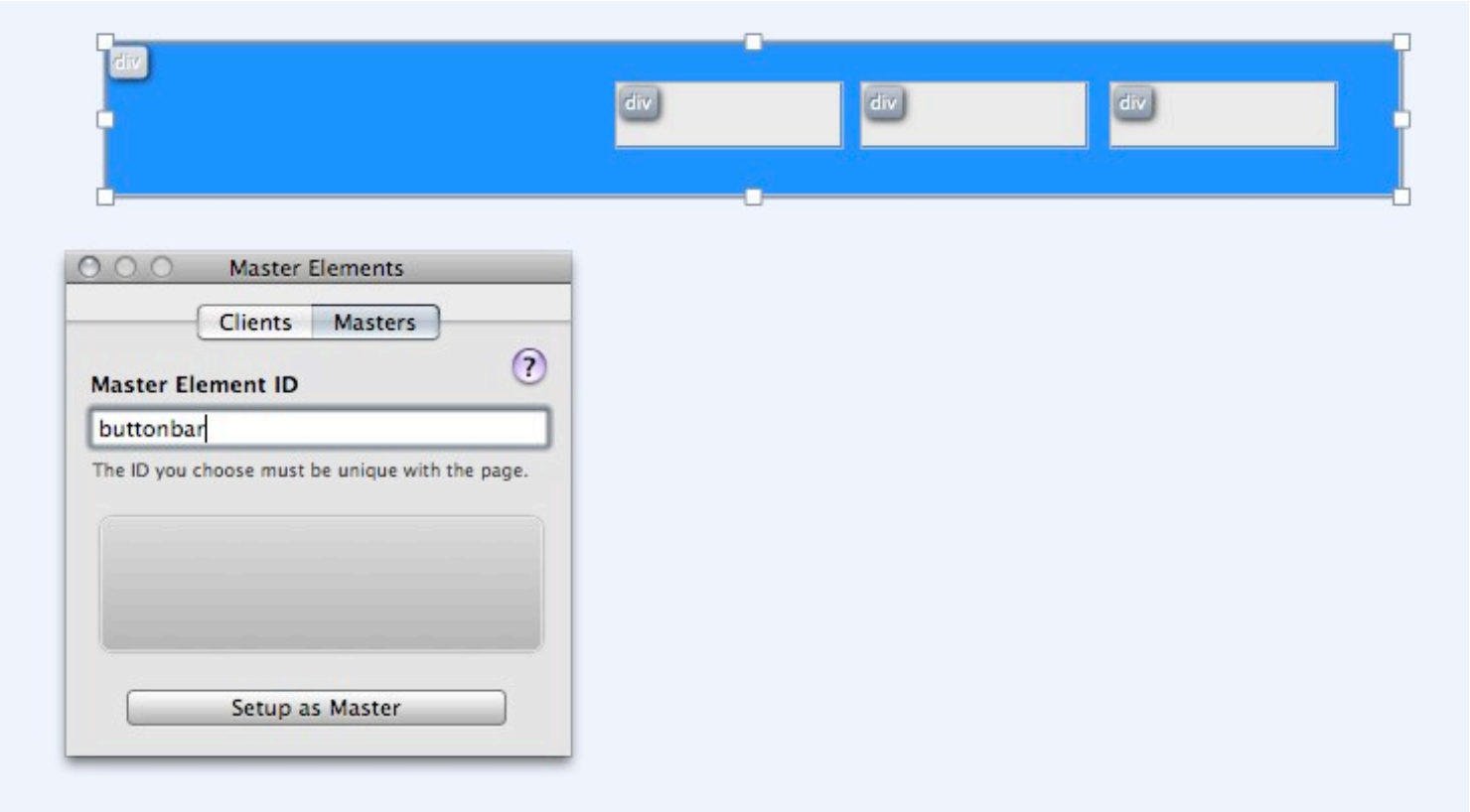
STEP 1
First, select the element you want to make into a Master.

STEP 2
Open the **Master Elements** palette. The is available from the **Window** menu.

STEP 3
Make sure the 'Masters' section of the palette is active, and type a name for the master. This name must be unique with the page.

STEP 4
Press the 'Setup as Master' button. A confirmation dialog will appear, press 'OK'.

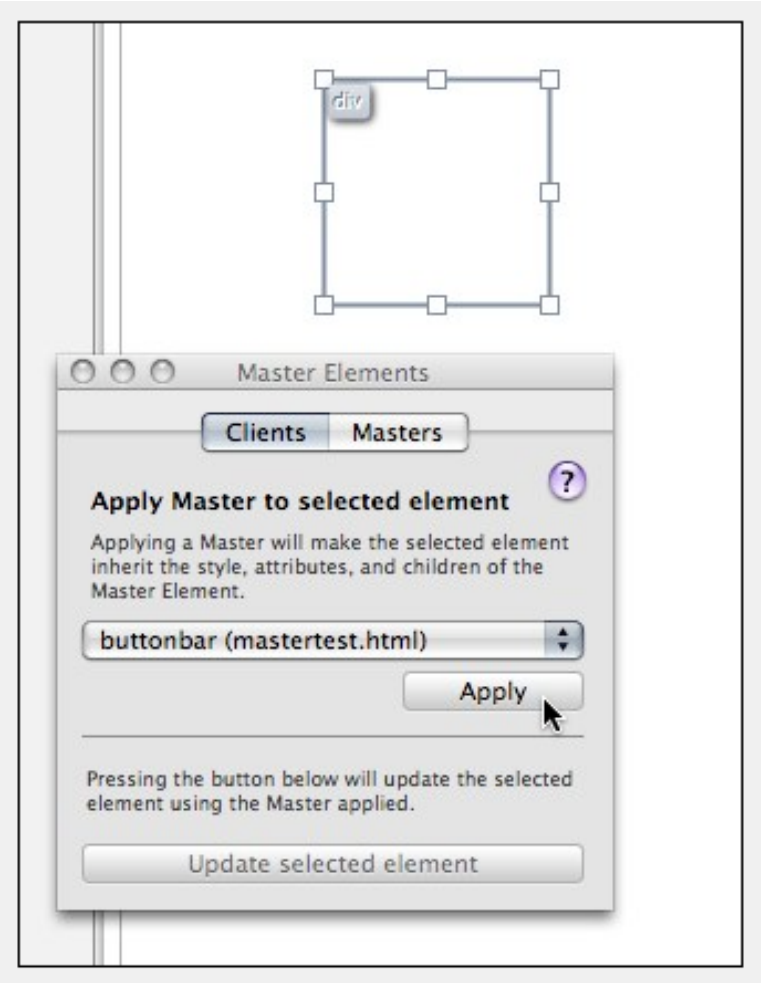
STEP 5
Save the Page.



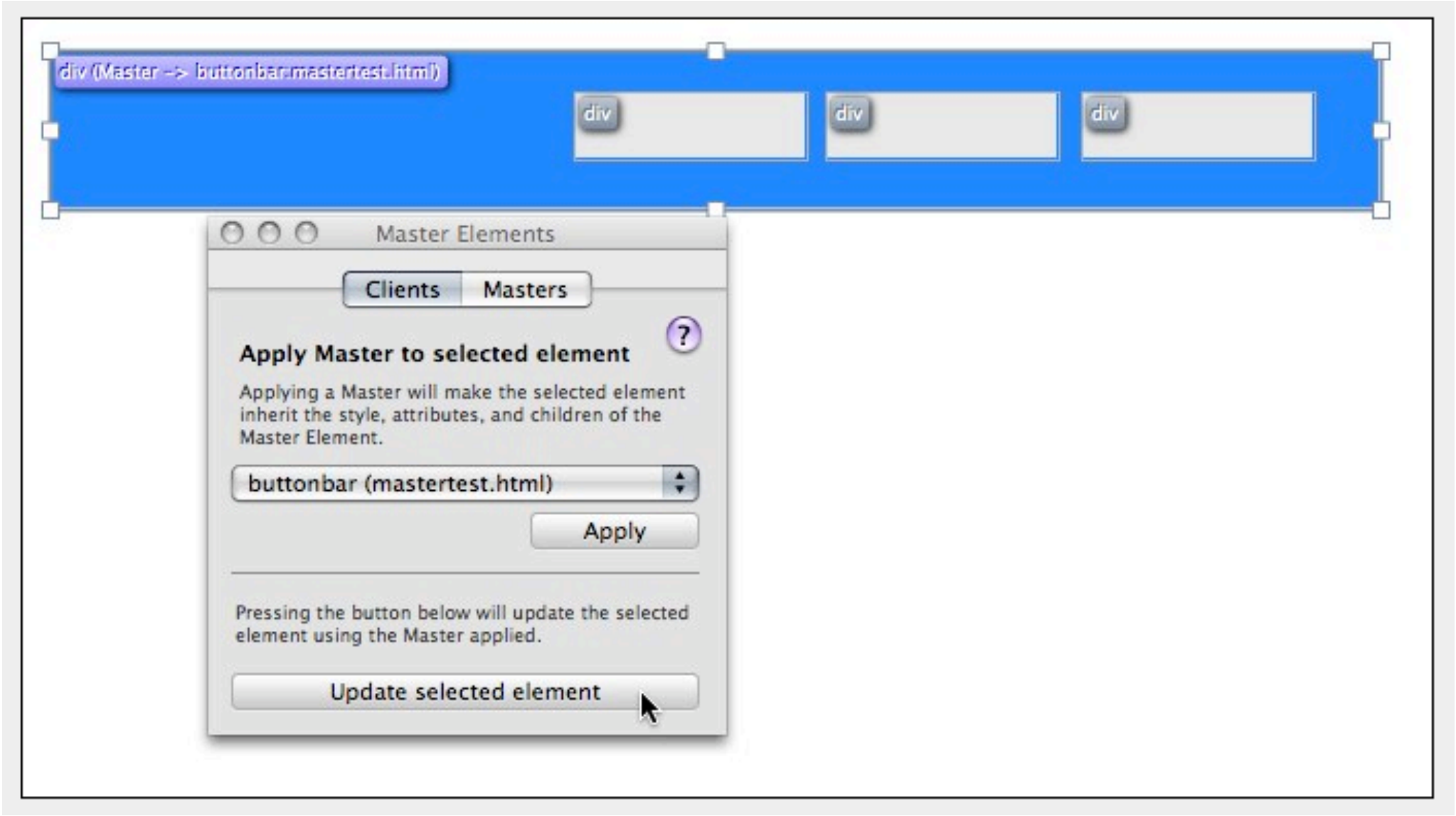
APPLYING A MASTER ELEMENT

STEP 1
On the same, or different page, select the element you want to 'map' to the master.

STEP 2
Make sure the 'Clients' section of the **Master Elements** Inspector is active. Choose the Master from the PopUp button, and press the 'Apply' button.


div
Master Elements
Clients
Masters
Apply Master to selected element
Applying a Master will make the selected element inherit the style, attributes, and children of the Master Element.
buttonbar (mastertest.html)
Apply
Pressing the button below will update the selected element using the Master applied.
Update selected element

STEP 3
Once the Master has been applied, press the 'Update selected Element' button, and the selected element will adopt the attributes, and child elements of it's master.


div (Master -> buttonbar:mastertest.html)
div
div
div
Master Elements
Clients
Masters
Apply Master to selected element
Applying a Master will make the selected element inherit the style, attributes, and children of the Master Element.
buttonbar (mastertest.html)
Apply
Pressing the button below will update the selected element using the Master applied.
Update selected element

HISTORY

HISTORY INTRODUCTION

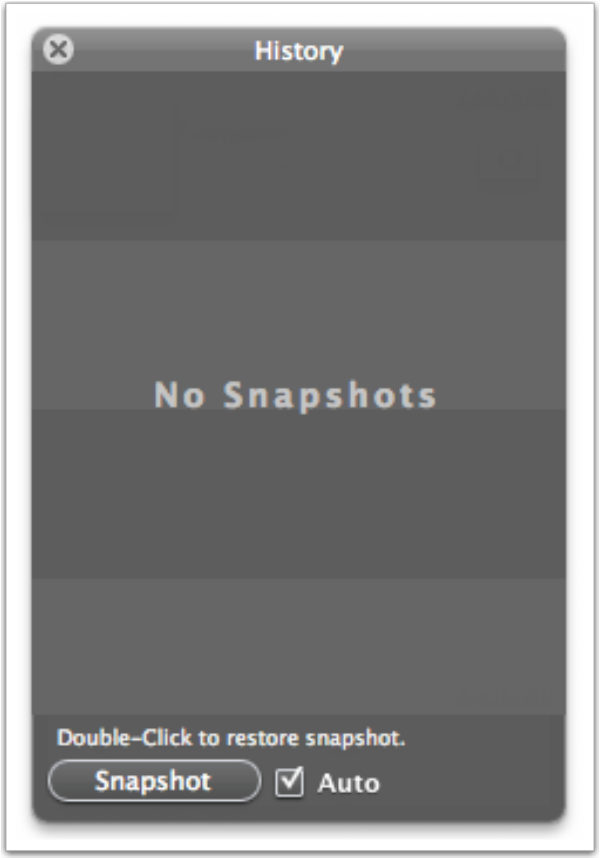
History logs what you do and allows you to step back in time to an earlier version of your page.

HOW TO LAUNCH HISTORY

By default History is off and needs to be launched to start logging each change you make.
To launch choose Window -> History or select the history icon from the Toolbar.

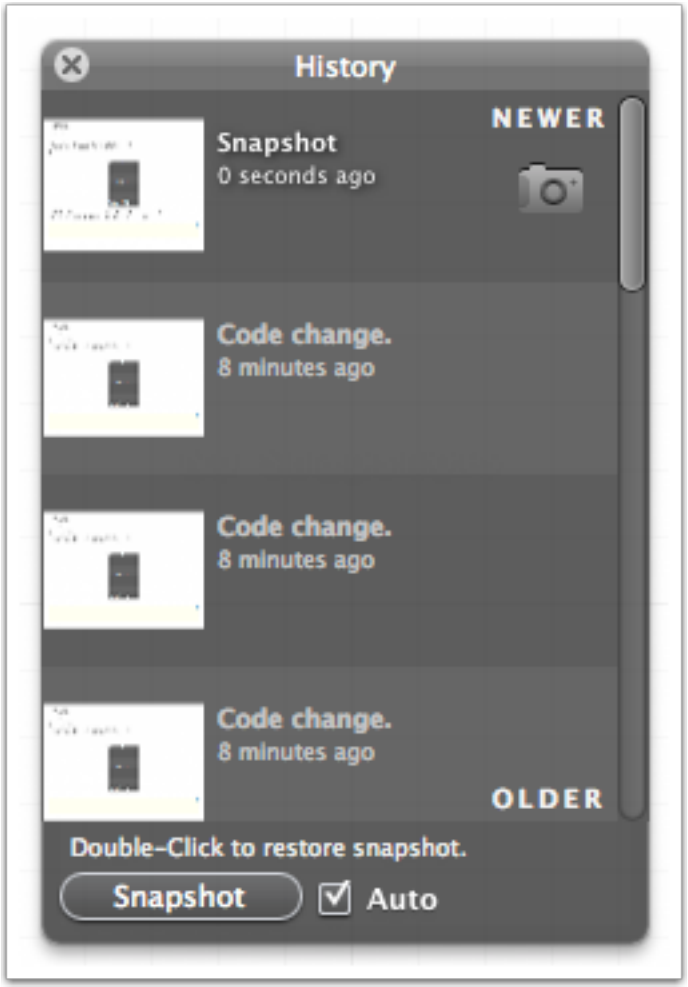
HOW TO USE HISTORY

Once launched you will see a blank History window.



With a Snapshot button for taking a Snapshot of your page when you want and an Auto checkbox so History logs every change automatically.

As you construct your page Newer changes show at the top of the window and older ones fall away at the bottom.

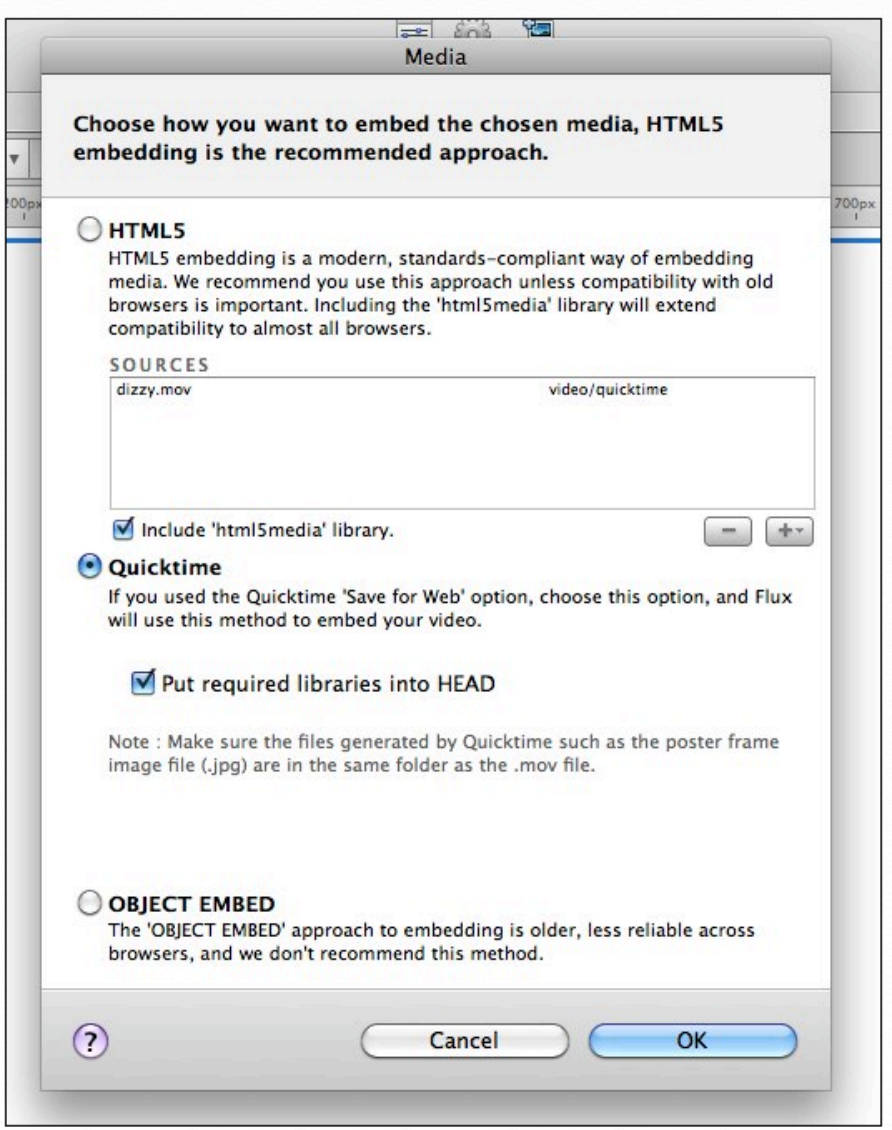


To step back in time in the current editing session that you have recorded with History, just double click the relevant place in the time line.

TIP
Use Snapshot to highlight your History timeline, the camera icon is easy to find and can help locate important steps if used at key moments in your page construction.

CONFIGURING EMBEDDED MEDIA

Flux can setup three different types of embedding. The first is **HTML5** style, which is the modern, standards-compliant, recommended way of embedding.
The second is the 'Quicktime' style, which is a method recommended by Apple, and should be used with the 'Save for Web' feature in **Quicktime Player**. When using this method, choose the '.mov' variation of the movie.
The third is the 'OBJECT EMBED' style, which is older, less reliable, and should only be used when compatibilty with old browsers is required.


Media
Choose how you want to embed the chosen media, HTML5 embedding is the recommended approach.
HTML5
HTML5 embedding is a modern, standards-compliant way of embedding media. We recommend you use this approach unless compatibility with old browsers is important. Including the 'html5media' library will extend compatibility to almost all browsers.
SOURCES
dizzy.mov
video/quicktime
Include 'html5media' library.
Quicktime
If you used the Quicktime 'Save for Web' option, choose this option, and Flux will use this method to embed your video.
Put required libraries into HEAD
Note : Make sure the files generated by Quicktime such as the poster frame image file (.jpg) are in the same folder as the .mov file.
OBJECT EMBED
The 'OBJECT EMBED' approach to embedding is older, less reliable across browsers, and we don't recommend this method.
Cancel
OK

HTML5 EMBEDDING

When embedding in the **HTML5** style, you have the option of adding more media sources, for example, you could add an Ogg Theora alternative to a Quicktime movie.

At the time of writing, there is no media format that is supported across all popular browsers, this makes adding alternative sources very important.

As an alternative to multiple sources, you can as the 'html5media' Javascript library. This library will use a Flash based player to display the video when a browser is used that does not support any of the sources.

QUICKTIME EMBEDDING

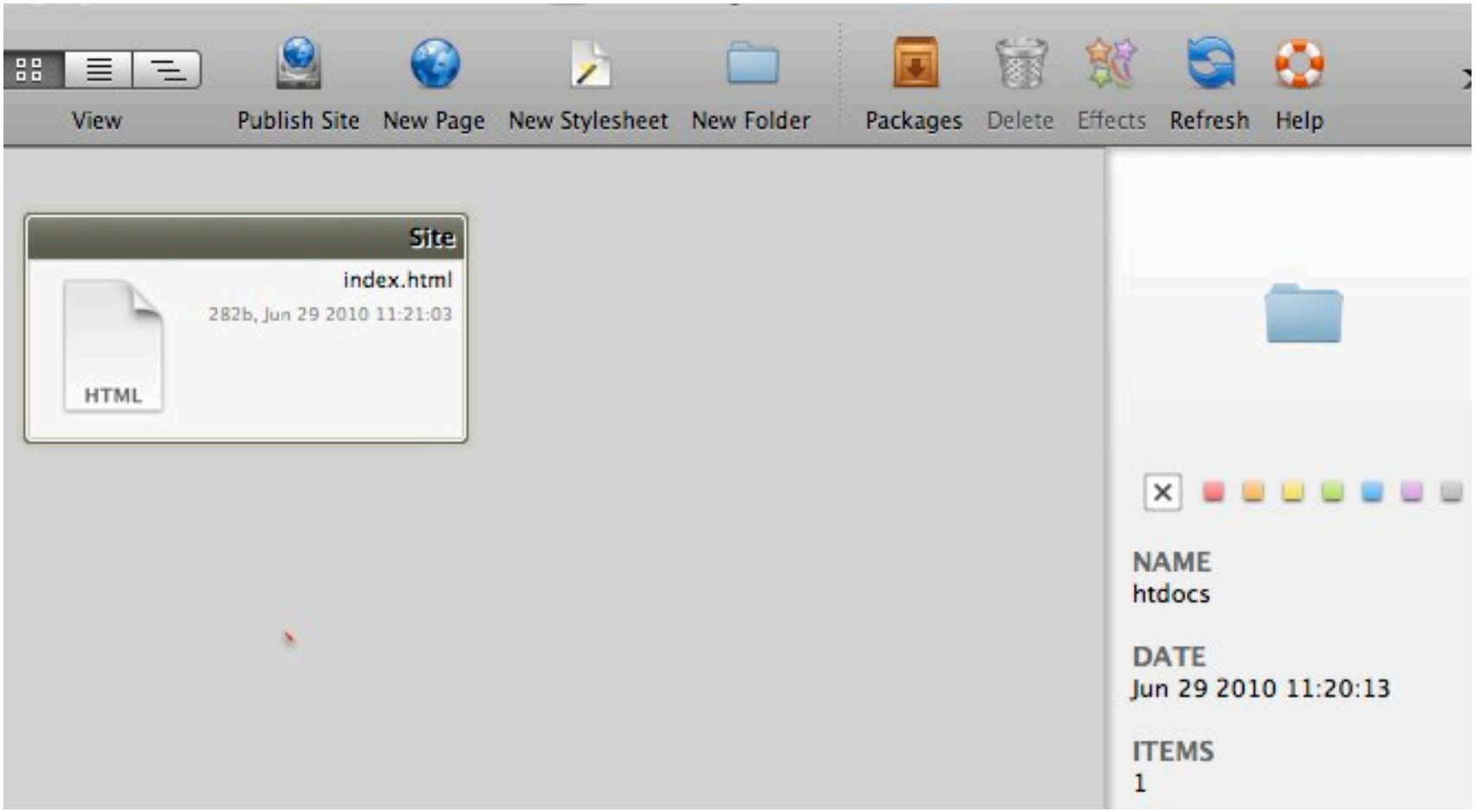
If this is the first time you have used this method on a page, you will need to add the required libraries to your page. Flux will do this for you if you click the checkbox.

PACKAGES

Packages allow you to extend the capabilities of your web pages, some packages are provided by The Escapers, but most are from 3rd parties.

INSTALLING A PACKAGE

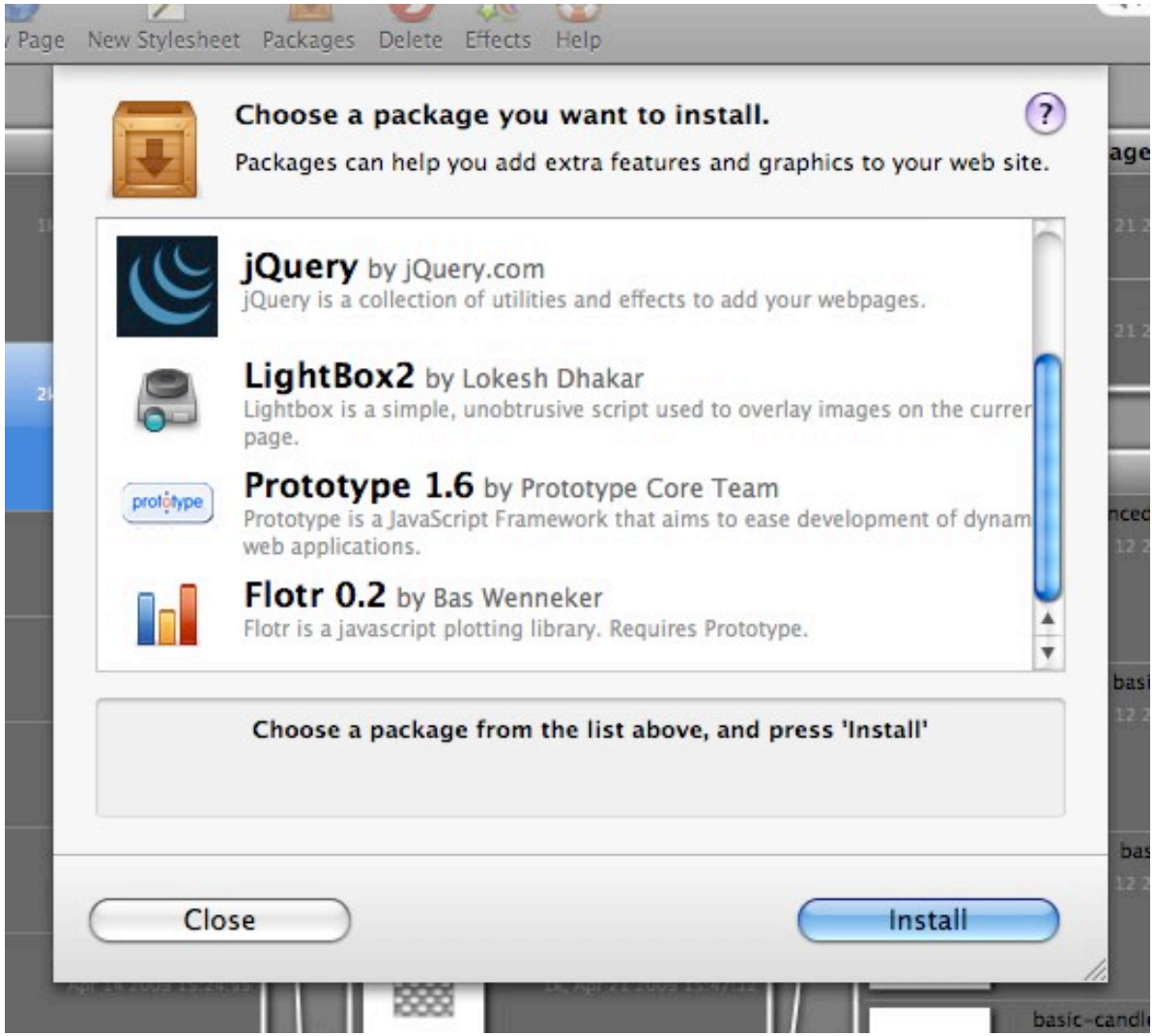
STEP 1
Select the folder in the **Site Manager** that you want to install the Package into. Usually, the root of your site is the best place, as some 3rd Party packages expect it to be here.



STEP 2
Open the **Packages** panel by clicking the 'Packages' toolbar icon in the **Site Manager**

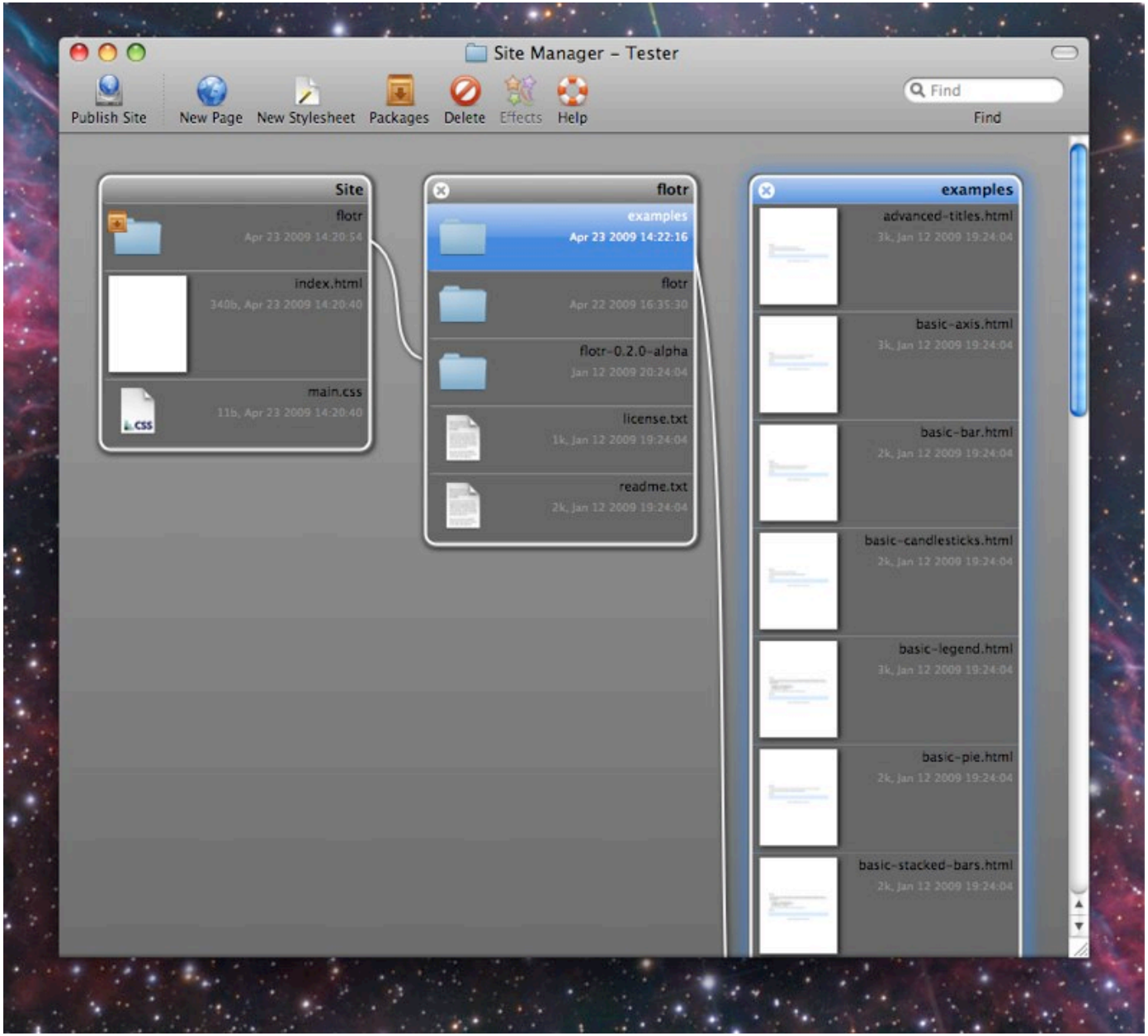
STEP 3
Now you can select the package you want to install from the list available. Once you have selected the package you want, choose it from the list and press the **Install** button. The package will be downloaded from the internet and put into your project.

Note: The package will be available in this project only, if you want to use a package in more than one project, you will need to repeat this process for each one.


Page
New Stylesheet
Packages
Delete
Effects
Help
Choose a package you want to install.
Packages can help you add extra features and graphics to your web site.
jQuery by jQuery.com
jQuery is a collection of utilities and effects to add your webpages.
LightBox2 by Lokesh Dhakar
Lightbox is a simple, unobtrusive script used to overlay images on the currer
page.
Prototype 1.6 by Prototype Core Team
Prototype is a JavaScript Framework that aims to ease development of dynam
web applications.
Flotr 0.2 by Bas Wenneker
Flotr is a javascript plotting library. Requires Prototype.
Choose a package from the list above, and press 'Install'
Close
Install

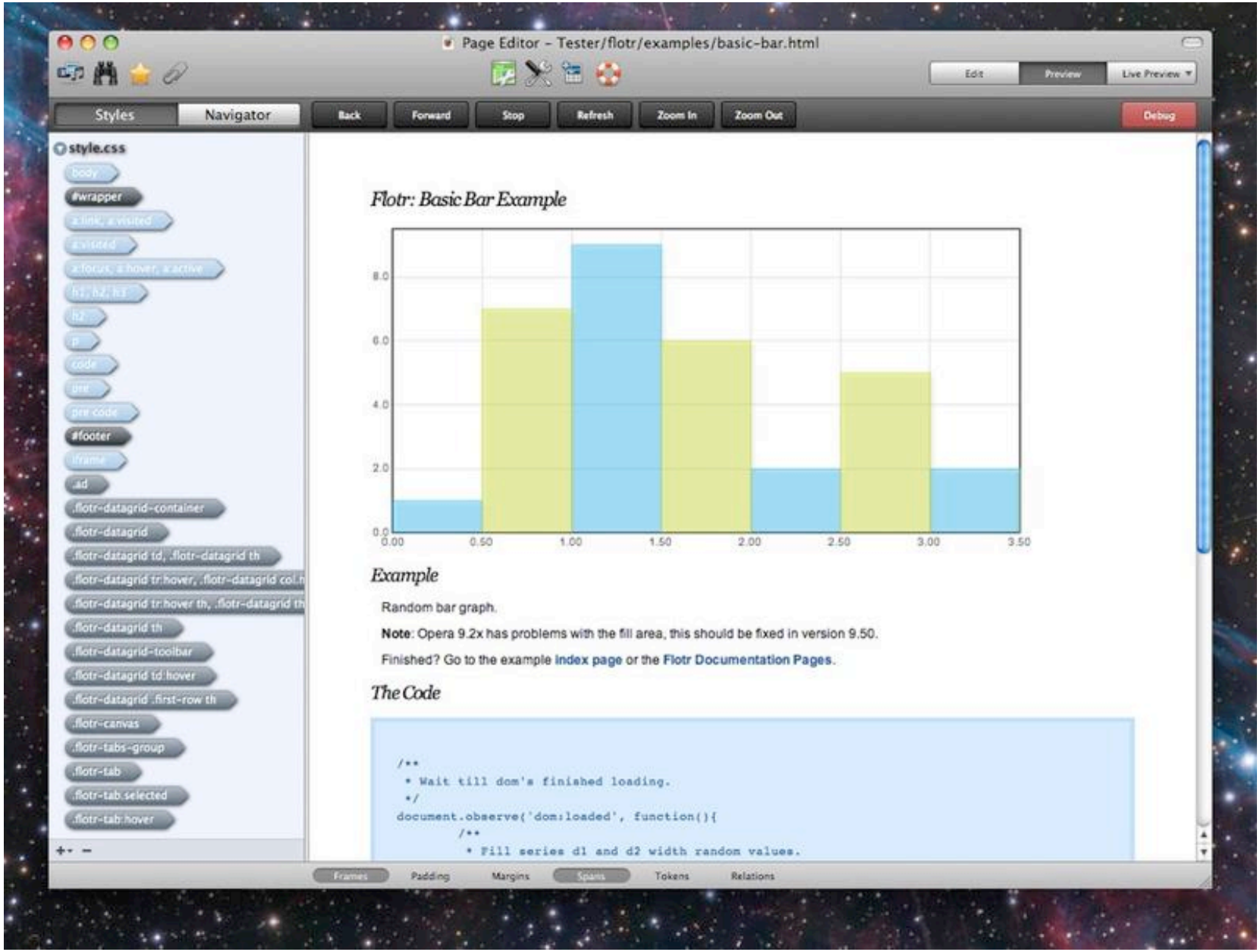
STEP 4

As an example, we will install the "Flotr" package, which is a JavaScript library for creating charts. Once the package is installed (See Step 3), you will find that the "flotr" package is now present in your website.



STEP 5
If you now navigate to the examples in the 'flotr' folder, you can double click one of the html files to view it in Flux. If you then choose to **Preview** the page, you will see a working Flotr chart.

Note: The chart will not appear while editing the page in Flux as Flux intentionally disables Javascript while editing.



PLUGINS

PlugIns allow you to extend the capabilities of Flux, they are written by both The Escapers and third parties.

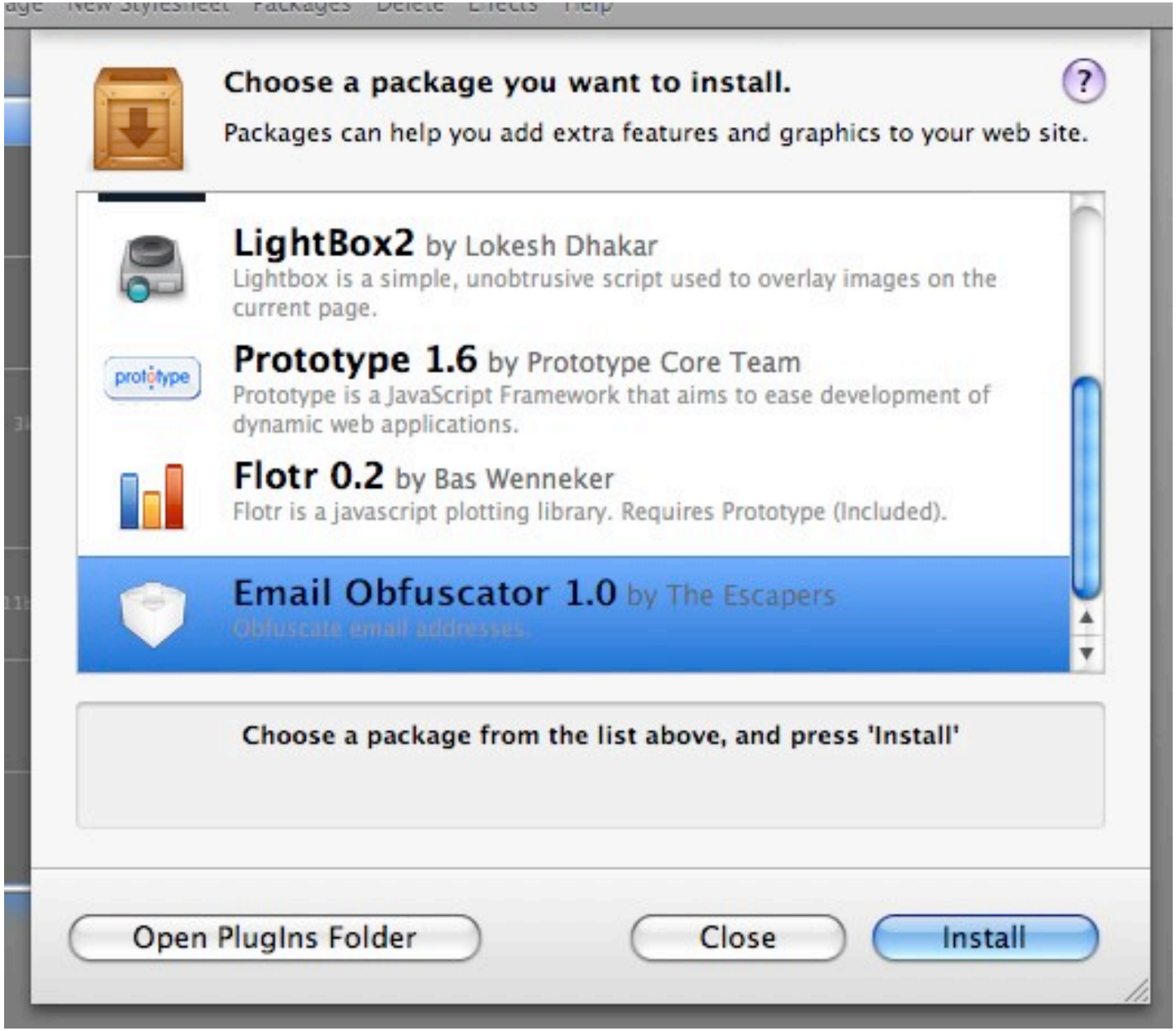
Flux also supports many Coda plugins, if you find a Coda plugin you want to use in Flux, that does not work, then please contact us@theescapers.com

INSTALLING A PLUGIN

STEP 1
Open the **Packages** panel by clicking the 'Packages' toolbar icon in the **Site Manager**

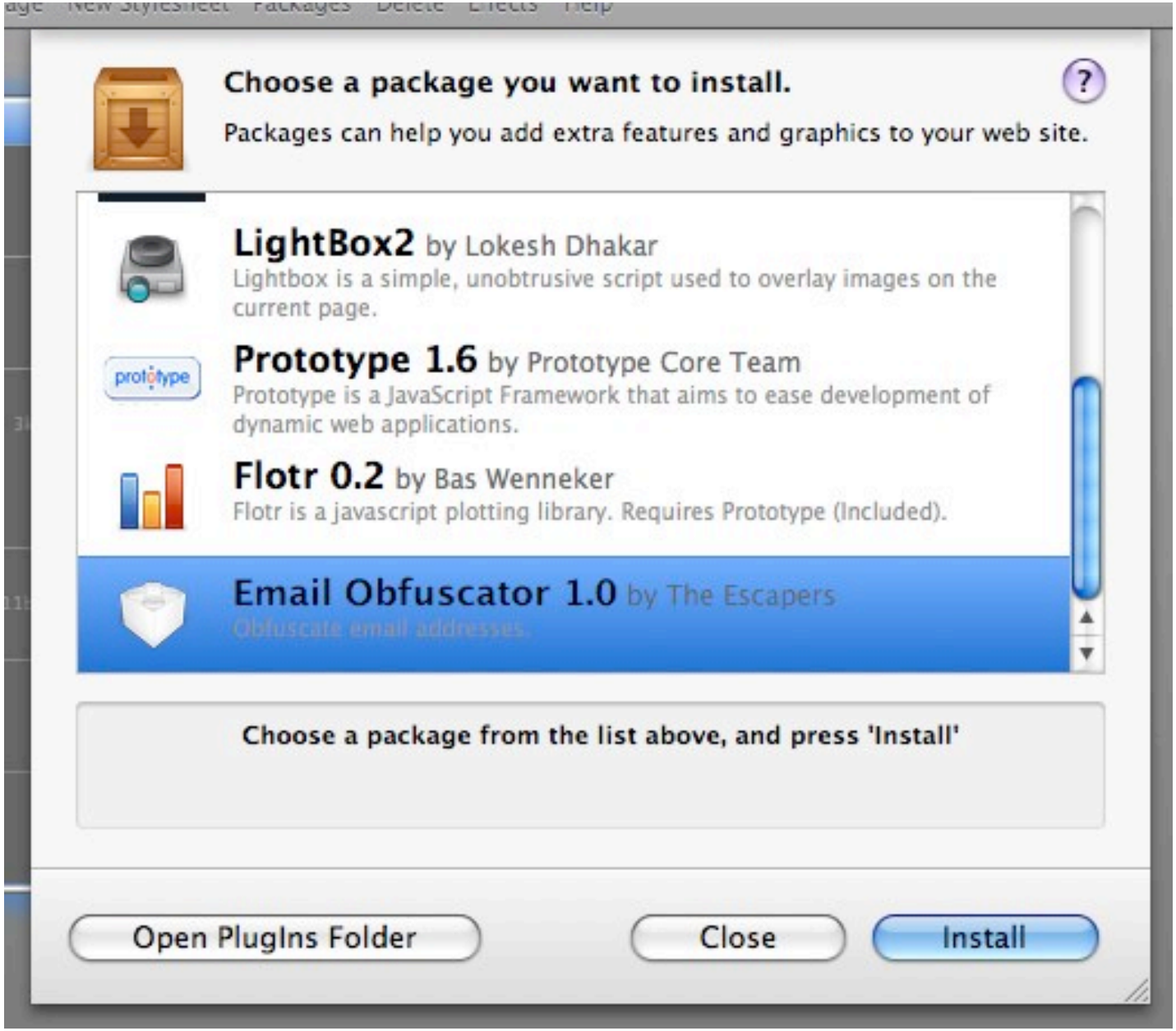
STEP 2
Now you can select the PlugIn you want to install from the list available. Once you have selected the PlugIn you want, choose it from the list and press the **Install** button. The PlugIn will be downloaded from the internet and installed into Flux's **Application Support** folder.

Note: The Plugin will be available for your user/login, if you have other users/logins on your system, each user will have to install the PlugIn.


Choose a package you want to install.
Packages can help you add extra features and graphics to your web site.
LightBox2 by Lokesh Dhakar
Lightbox is a simple, unobtrusive script used to overlay images on the current page.
Prototype 1.6 by Prototype Core Team
Prototype is a JavaScript Framework that aims to ease development of dynamic web applications.
Flotr 0.2 by Bas Wenneker
Flotr is a javascript plotting library. Requires Prototype (Included).
Email Obfuscator 1.0 by The Escapers
Choose a package from the list above, and press 'Install'
Open PlugIns Folder
Close
Install

STEP 3
In this case we will install the "EMail Obfuscator", this simple plugin converts a simple email address into JavaScript so that it becomes difficult for an automated SPAMBot to read the address.

Once the PlugIn is installed, it immediatly become available from the **Packages** menu, no restart is required.


Choose a package you want to install.
Packages can help you add extra features and graphics to your web site.
LightBox2 by Lokesh Dhakar
Lightbox is a simple, unobtrusive script used to overlay images on the current page.
Prototype 1.6 by Prototype Core Team
Prototype is a JavaScript Framework that aims to ease development of dynamic web applications.
Flotr 0.2 by Bas Wenneker
Flotr is a javascript plotting library. Requires Prototype (Included).
Email Obfuscator 1.0 by The Escapers
Choose a package from the list above, and press 'Install'
Open PlugIns Folder
Close
Install

PREFERENCES

Flux is an advanced application that can be customized in many ways.

ONLY SHOW FONTS IN 'WEB' COLLECTION
Your Mac has a built-in Font manager called Font Book, using this application you can sort fonts into collections. By checking this option, Flux will only show fonts that are in the 'Web' collection.

USE INTERNET EXPLORER COMPATIBLE CSS FOR 'OPACITY'
Internet Explorer (IE) has historicaly never supported CSS 'opacity'. Check this option if you want Flux to use an IE compatible workaround.

PRESSING RETURN CREATES 'P' ELEMENT
Pressing return in Flux can either insert a BR tag, or create a new P element, this option toggles between the two options.

SHOW FULL PATH IN PAGE EDITOR TITLE BAR
Rather than use a relative path, this option will make Flux show the whole path to file in the title bar of a window.

SHOW WELCOME WINDOW
When Flux starts, it displays a window that allows you to create a new project, open a recent project and a few other functions. This option will turn this off.

SHOW MINI TOOLBARS
Tables and Lists will show small toolbars with commonly used actions when selected. This option will turn this off.

SUPPORT BESPOKE <$
Some CMS system can use tags that start with <$, this is invalid, but Flux can optionally support them.

USE DIALOG TO CHOOSE PATHS WHEN PASTING IMAGES
Older releases of Flux will put pasted images directly into a 'PastedObjects' folder. Newer releases use a dialog to allow you to choose a location. This option allows you to toggle between these two options.

USE LARGER FONTS IN UI
If you find some of the text in the Flux user interface too small, this option will enlarge them.

ALWAYS ESCAPE CHARACTERS, REGARDLESS OF ENCODING
When using more modern encoding such as UTF-8, asian or accented characters do not need to be escaped. Choose this option to escape them anyway. This can be useful if you are using an outdated web browser or web server.

SUPPORT EXPRESSION ENGINE STYLE TAGS
If you are creating pages for ExpressionEngine, check this option.

USE UPPERCASE TAG NAMES
If checked, Flux will use tag names like <DIV> rather than .

DO NOT USE INLINE STYLES
Prevent Flux from using inline styles, i.e. styles in the style="" attribute.

TIDY CODE WHEN SAVING
Saved code will be formatted prettily if this option is checked.

SHOW THUMBNAILS
Thumbnails will be shown in the Site Manager and other areas when this option is checked. Very large sites will be handled quicker if this option is turned off.

OPEN LAST SITES USED WHEN STARTING UP
If this option is checked, and you quit Flux with a site loaded, the next time you start Flux, this site will be loaded automaticaly.

AUTOMATICALLY CHECK FOR UPDATES
Flux can check for updates automatically, but you may want to turn this off.

DRAW TAG ABOVE ELEMENT ON PAGE
Tags are usually drawn inside the object on the page, this option will draw them above the element.

USE PATHS RELATIVE TO ROOT OF PROJECT
This option should only be used by experienced web developers, as it could prevent images from loading properly.

SUPPORT CONTENT BEFORE <HTML> TAGS
PHP pages will often have content before the HTML tags. This is invalid, but sometimes unavoidable.

ONLY DRAW TAGS FOR SELECTED CSS ITEMS.
Selecting this option will tell Flux to draw CSS tags as simple text, only drawing decor around selected styles. This makes the selected item much more obvious.

DOUBLE-CLICK ON PAGE SWITCHES TO TEXT EDIT MODE
Default behaviour is to switch to Text Editing Mode when the page is double-clicked. Turning this off will cause the Inspector to appear instead.

SHOW CODE EDITOR INSTEAD OF INSPECTOR WHEN DOUBLE-CLICKING.
If the above option is enabled, the Code Editor will appear rather than the Inspector when double-clicking an item.

CODE EDITOR FLOATS WHEN SEPARATE (RESTART REQUIRED)
When the Code Editor is in a separate window, this option makes it float above the page window.

BACKUP FILES BEFORE SAVING.
Before saving a CSS or HTML file, Flux can optionally copy a backup to ~/Documents/Backups/Flux

DISABLE RELATION LINES ANIMATION.
Animation can affect performance, particularly on older machines, if you are affected by poor performance, disabling animation can help.

SHOW LABELLED ASSETS IN ASSET MENUS.
Will displayed assets which have a Finder label at the root of the asset menu for easy access.

UP/DOWN CURSOR KEYS SHOULD ADJUST NUMERIC VALUES IN INSPECTOR
Numeric values, such as 'width' can be incremented and decremented with the cursor keys if this option is on.

PREVENT ACCIDENTAL DRAGGING IN PAGE EDITOR
If this option is enabled, then all drags in the Page Editor become 'sticky', meaning that to drag an item, you must drag it a few pixels before the move commences.

CSS OVERFLOW COMPATIBILITY MODE
Enables overflow-x and overflow-y properties for compatibility purposes.

ONLY CREATE WEBKIT SPECIFIC CSS
By default, Flux will add Firefox and Opera specific CSS where required. However, if you are creating a iPad/iPhone Web app, you may not want this as it can create bloated code.

SHOW HIDDEN FILES IN SITE MANAGER
By default, Flux will hide files starting with '.', this option will show them.

AUTOMATICALLY RELOAD PAGE IF CHANGED EXTERNALLY.
If you often use a Text Editor to edit files while they are loaded in Flux, then you should turn this option on, then Flux will keep itself up-to-date with any changes you make.

OPEN IN FREECODE BY DEFAULT.
Rather than enable FreeCode for all your files, you can make it the default by check this option.

USE FONT-FAMILY FONT IN STYLE NAVIGATOR IF AVAILABLE.
If you are using custom fonts, this option will display the associated CSS tags using that font. Note : The font must be installed on your Mac.

BROWSERS

Lists the Browsers that can be used to preview your page.
Browsers can be found automatically by using the Find Browsers button.
Added or deleted using the +/- buttons.
Or dragged in from a Finder window.

Theese Browsers can then be used from within Flux by using Page -> Preview -> choose the browser you want.

COLORS
A drop down menu allows you to choose from preset color schemes.
Clicking any of the colors displays the color chooser where you can pick any color you want.

EDITOR

AutoComplete
The Code Editor will AutoComplete after a short delay.

Editor Font
Clicking Set Font button allows you to choose font and font size used by the Code Editor.

Editor Colours
Allows you to customise the colours used in the Code Editor
Clicking the colour displays the colour picker to change the colour.

Default external text editor.
Choose from the drop down menu which text editor you want to use as default.
Double clicking some files in the Site Manager, .css .js, will open in thie chosen editor.

RAILS
Advanced settings for Rails projects

PHP
Advanced PHP settings

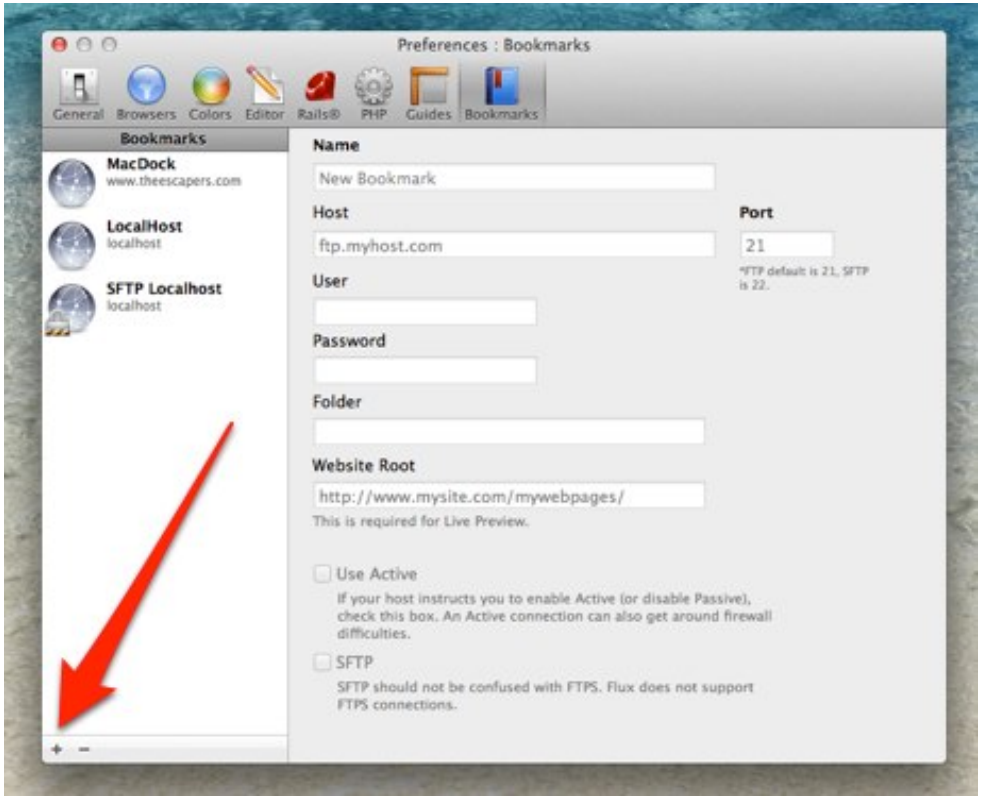
GUIDES

Resolution Guides
These guides give the width and height of displays.
To add your own or delete use the + and - buttons.
To see how much of your page will display with a given screen size you can overlay these guides on your page by clicking the gear wheel at the top left of the Edit window.

Grid
Value in pixels of the vertical and horizontal Grid Line spacing.

BOOKMARKS
Settings for servers you connect to.
This is covered in depth here Bookmarks.

BOOKMARKS



Before you can publish to any host, you need to setup a Bookmark for it.

CREATING A BOOKMARK

Select the **Bookmarks** section of the Preferences window.

Press the '**+**' at the bottom left of the window to create a new bookmark.

Select the new bookmark, and fill in the details of your host.

BOOKMARK FIELDS

Name - A name for your bookmark, this is purely a reference, for example 'My Fancy new Host'.

Host - This will be something like 'ftp.myhost.com' or a number, like 192.168.1.18, do not include a prefix such as http: *or ftp:*, or a suffix such as :80 or /myfiles

Port - This will be supplied by your hosting supplier, but if you are not sure, 21 or 22 (SFTP) is common.

User - This will be supplied by your hosting supplier.

Password - This will usually be supplied by your hosting supplier.

Folder - For most hosts, this will be left empty, but you will sometimes be directed to put your files in a folder, such as htdocs.

Website Root - When using the Live Preview system, Flux needs this information to direct itself to the location on the web of your site, such as `http://www.mynewsite.com/`

PUBLISHING

INTRODUCTION

In Version 4, the old publishing system has been replaced with a brand new system, based on a 'mirroring' model.

With the new system, you can mirror to an FTP or SFTP site. MobileMe publishing is no longer supported.

If you host your site on MobileMe, then please read the following article http://support.apple.com/kb/HT4686

GETTING STARTED

Before you can mirror any site, you need to setup a bookmark for your host.

LIVE PREVIEW

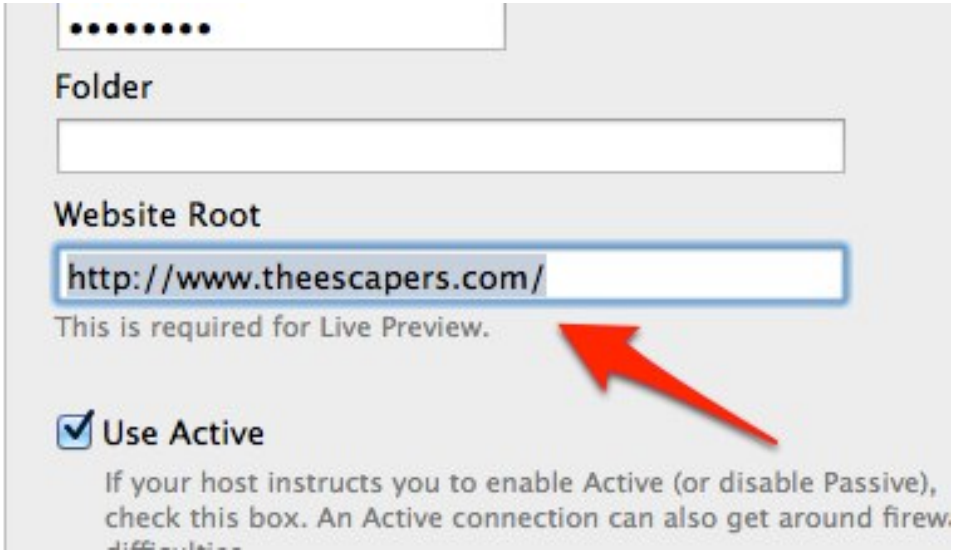
Live Preview is combination of publishing and previewing.

When you choose a host from from the **Live Preview** button at the top right of the **Page Designer** window. Flux will upload the modified page to the host (along with modified images, CSS etc...). Once the upload has completed, Flux will then open that page *from the server* (*not the local copy*).

WHY USE LIVE PREVIEW INSTEAD OF LOCAL PREVIEW?

If you use PHP, a CMS system, or any other type of operation that requires your HTML page to be live hosted, then **Live Preview** can streamline your workflow to a few seconds, rather than modify->upload->browse to URL.

HOW DO I USE LIVE PREVIEW?
First, you need to setup a Bookmark for your host.


Folder
Website Root
http://www.theescapers.com/
This is required for Live Preview.
Use Active
If your host instructs you to enable Active (or disable Passive), check this box. An Active connection can also get around firew

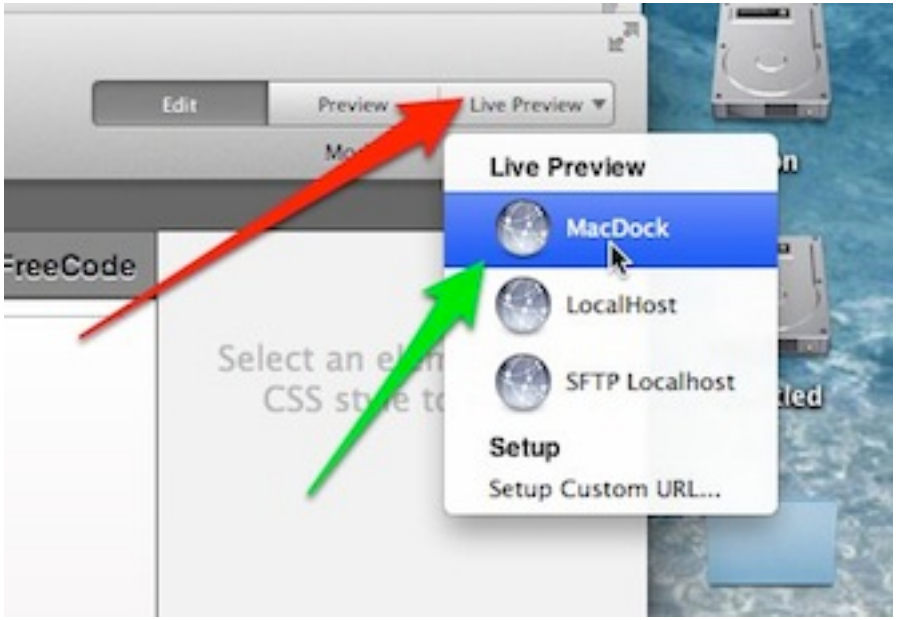
The Bookmark must have a Website root setup, and the URL must be correct in relation to your upload location, for example....
If you were to upload a file to
`/htdocs/mysite/page.html`
and the page is accessible at
`http://www.mybestsite.com/page.html`
then your Website root should be
`http://www.mybestsite.com/`

As a side note, using the example above, the 'Folder' field of your bookmark would probably be `/htdocs/mysite/`

Sometimes a host will setup your login so the '**Folder**' field is not required, as the login will automatically put you in the correct directory. Your Hosts' support site should tell you more.

I'VE SETUP MY BOOKMARK, NOW WHAT?

Now you have setup the bookmark, you can choose it from the **Live Preview** button. If you have modified any associated files, such as image, you can choose to upload them too or not.

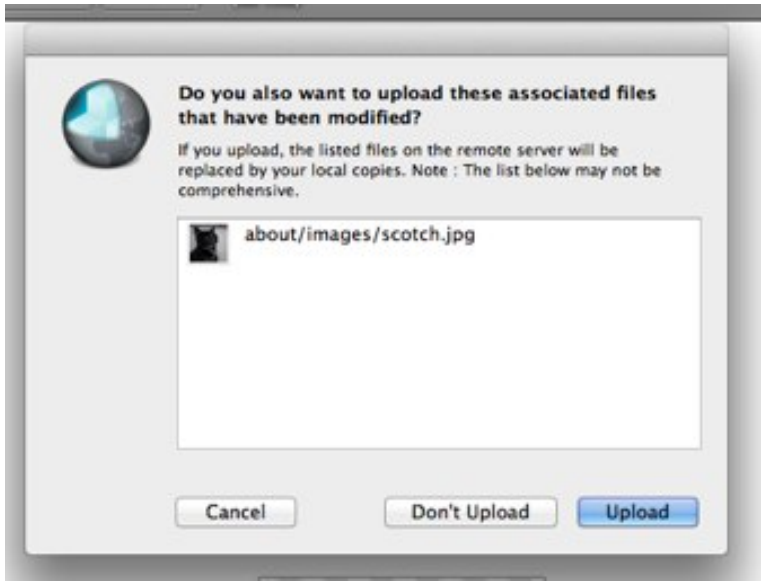


Once the upload has completed, the Preview will present the page, but rather than displaying the local copy, it will show your **Website Root**+*ThePage.html*

You will probably notice the Preview is quite a bit slower to appear than a normal Preview, this is perfectly normal, and it's simply due to the page and it's assets being loaded from your web server, rather than the local disk.

If you have multiple sites, i.e. one for testing and your live site, then simply setup a separate bookmark for each.

If you don't want to use Live Preview, but still want to preview the effects of PHP or other server-side functions, then consider looking at MAMP.


Do you also want to upload these associated files that have been modified?
If you upload, the listed files on the remote server will be replaced by your local copies. Note : The list below may not be comprehensive.
about/images/scotch.jpg
Cancel
Don't Upload
Upload

CUSTOM PREVIEW URLS

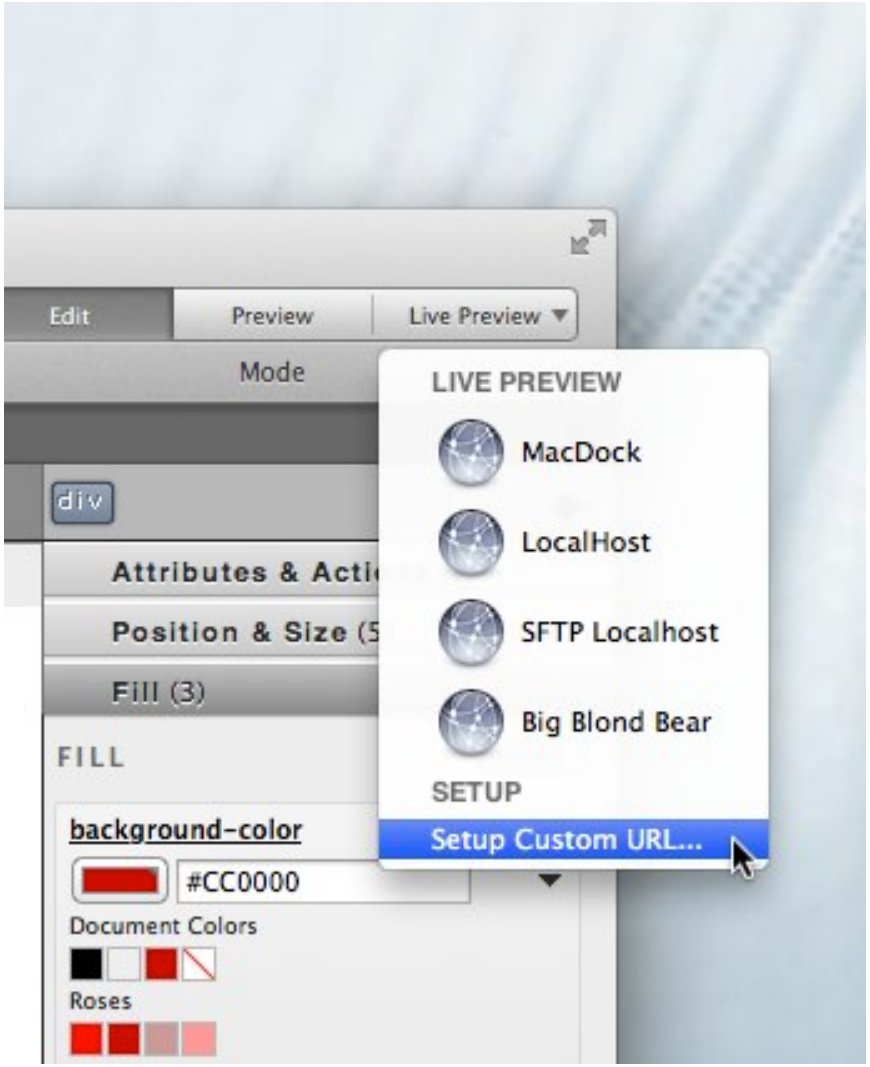
Custom Preview URLs are a way of telling Flux to preview a different URL than the one you are editing.

The main reason you would to do this is if you are working on a Zope page template, or other types of site where the HTML can only be previewed correctly by running it via a server.

SETTING UP A CUSTOM PREVIEW URL
Every page in Flux can have it's own Preview URL, to set it up, choose 'Setup Custom URL...' from the 'Live Preview' popup menu.

Enter the complete (i.e. WITH the http prefix) URL you want to preview in the sheet that appears.

USING A CUSTOM PREVIEW URL
Once the URL has been setup, that URL will be available in the same popup menu.

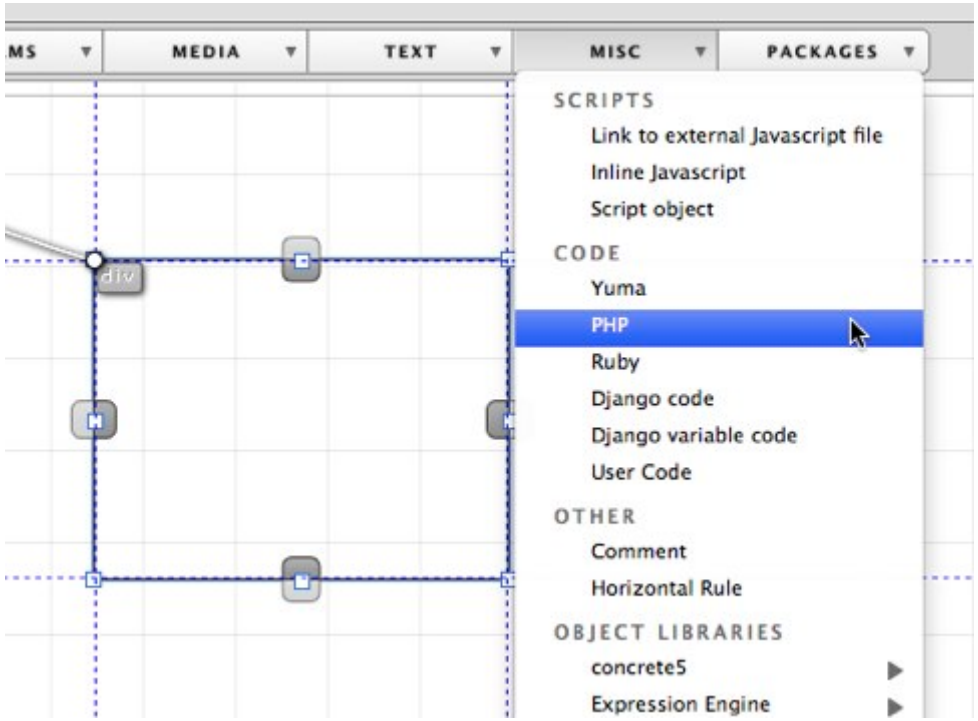


SERVER SIDE PROGRAMMING

Flux can help you with server-side programming in PHP, Yuma, Java, or other languages.

INTRODUCTION
For many web applications, simply adding capability via JavaScript is not enough, sometimes programming needs to be done on the server too to achieve the desired results. Server side web programming can be done in just about any programming language, but on the web, a few are particularly popular such as PHP.

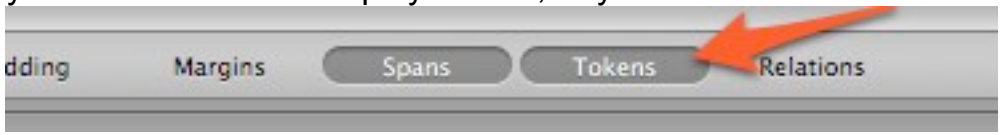
In this chapter, we'll go over some basic PHP programming you can do in Flux.



GETTING STARTED
Open or create a simple page for us to work on. This can be an existing page which already has content, or a brand new page. For this example, we will use a brand new page.

ADD A DIV AND PHP CODE
PHP code is contained in your web page similarly to normal elements, and Flux displays PHP code as "tokens" which display in the **Edit** mode, but not in **Preview**.

Now if you create a div, select it and then choose **PHP** from the menu, Flux will insert a simple PHP script into the Div, you should ensure that you have chosen to display tokens, or you will not see the PHP.

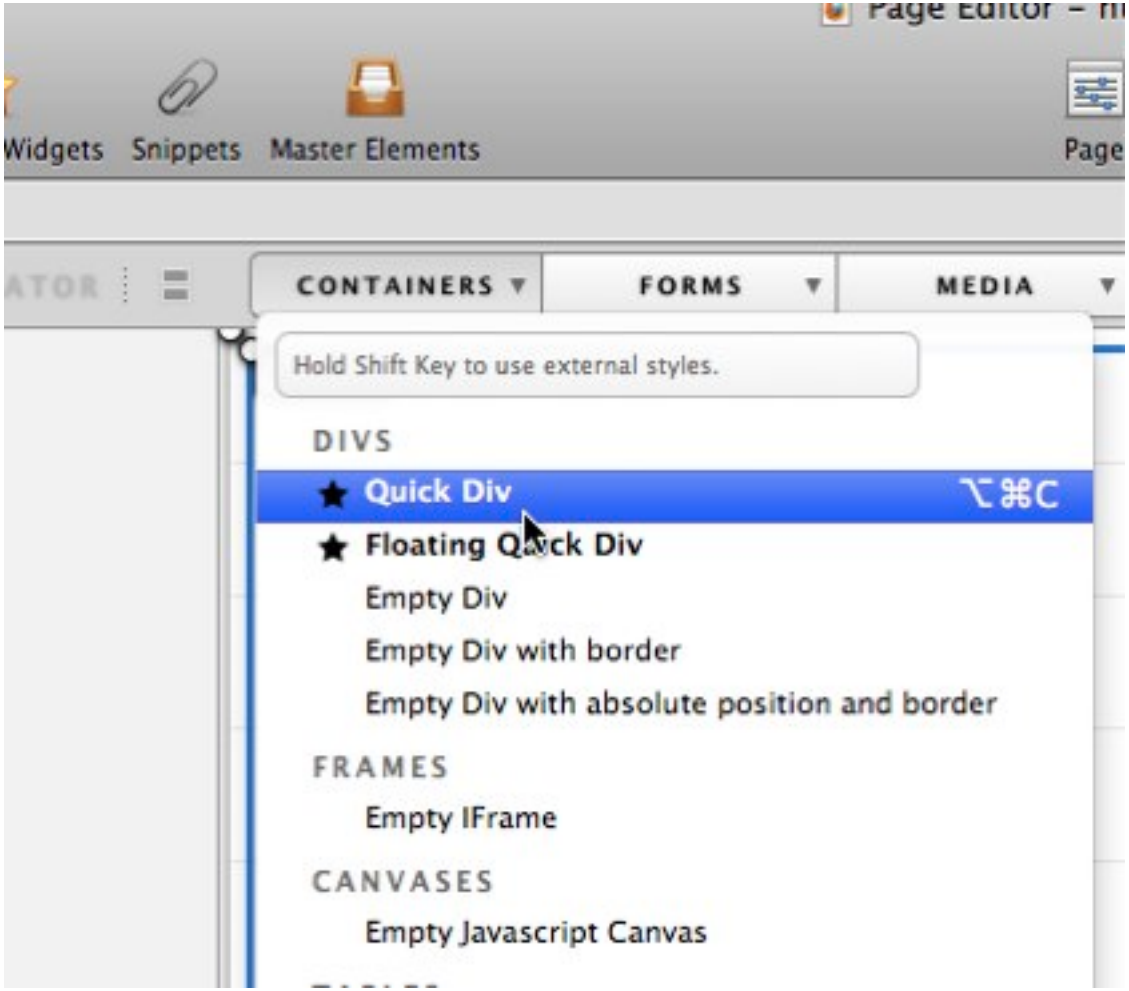


RUNNING THE PHP CODE
Now to run the PHP, you will need to preview the page in a browser, however PHP will only run on a PHP-enabled web server, so you will need to have access to one. This can be on almost any web server either on your Mac, Windows, or UNIX machine.

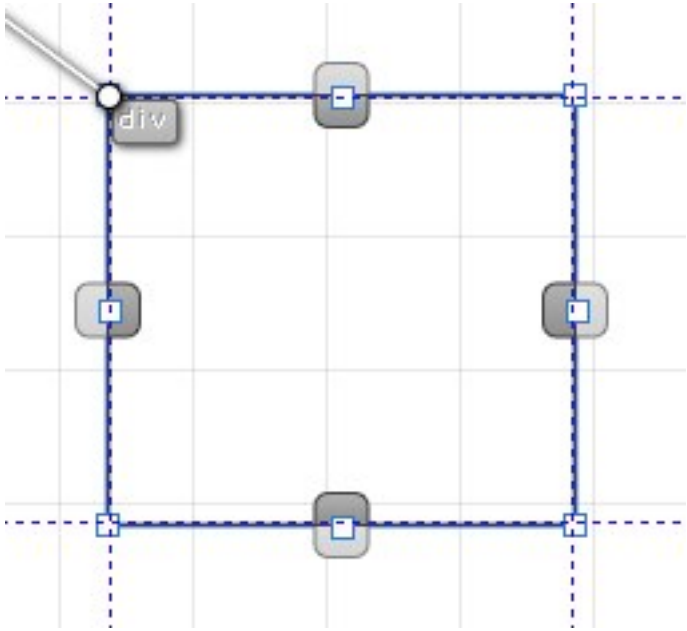
SIMPLE JAVASCRIPT

You can do many advanced effects and operations using JavaScript and Flux, but in this chapter we are going to focus on attaching a basic Javascript action to an element on the page.

STEP 1
First, open or create a simple page for us to work on.



STEP 2
Next, create an element to attach an action to, for example a simple div that we can create with 'Quick Div'



Make sure the Div you have just created is selected.

STEP 3
Open the 'Actions' palette (⌘-5) by clicking the toolbar button below.

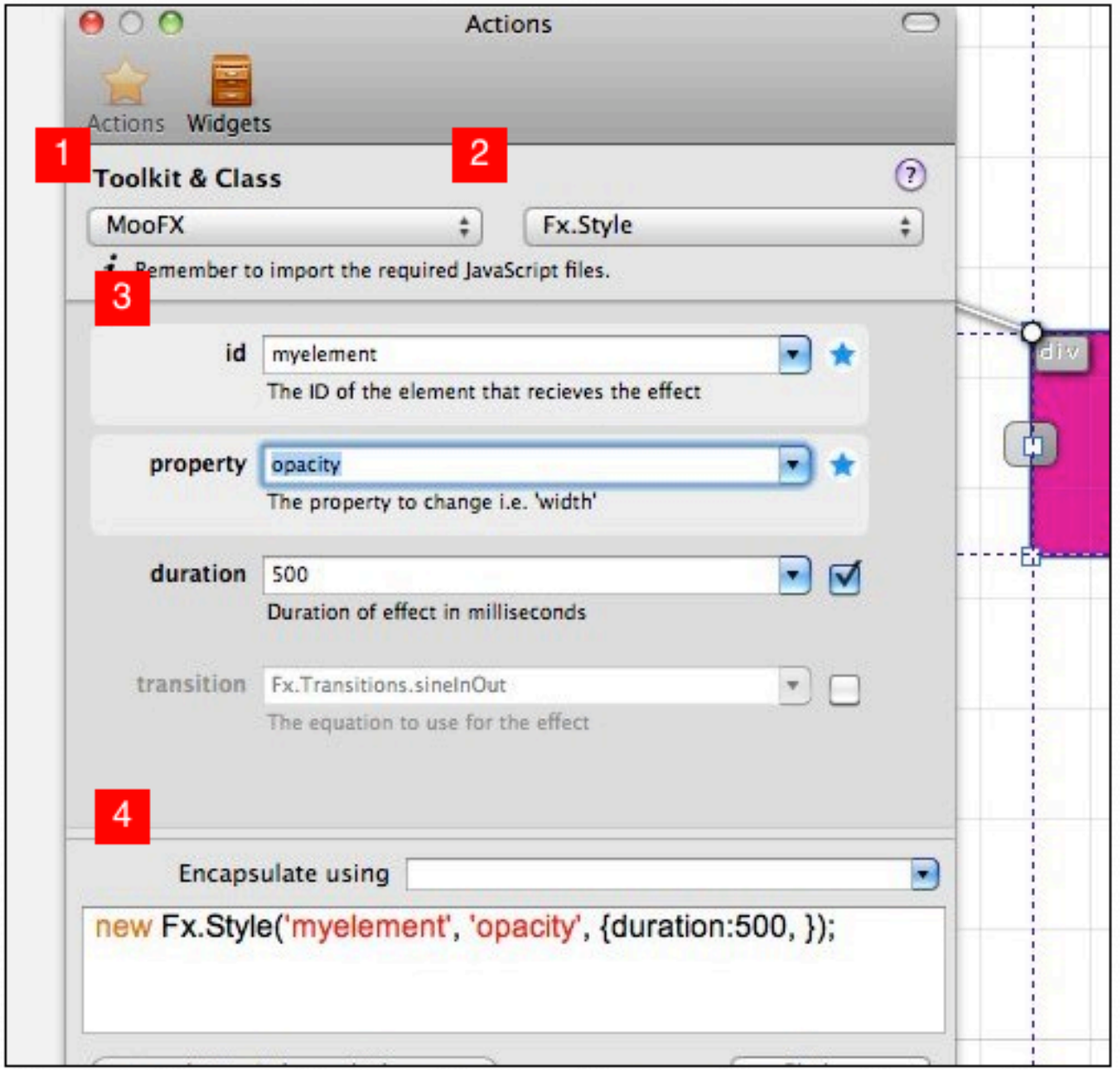
STEP 4
As a simple example, we will attach an action to the Div that simply redirects to a new page.

From the Pop Up menu at the top left of the palette, choose 'Simple', which will select a collection of basic JavaScript functions.

From the Pop Up menu in the top right of the palette, choose 'Redirect to page', which is JavaScript function that simply takes the user to a different page (or site).

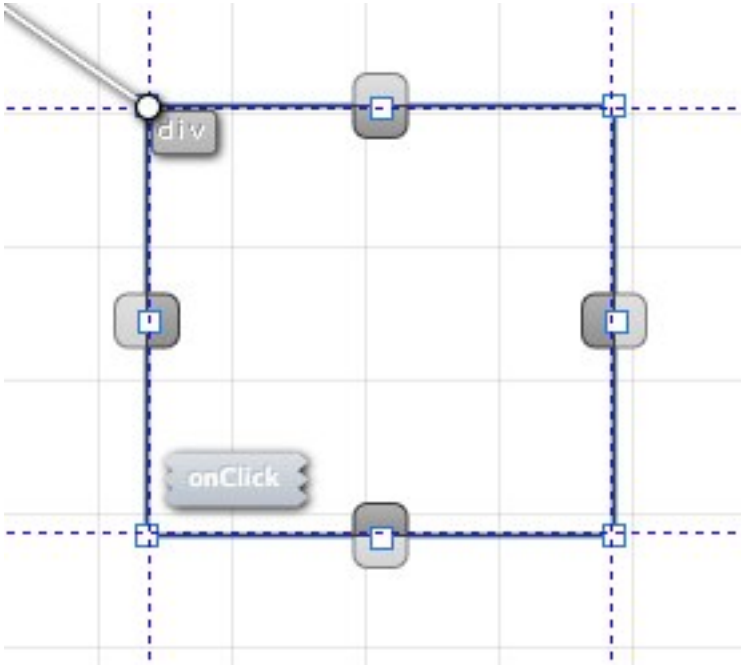
The target URL can now be typed in to the 'url' field. As you type, Flux will construct the appropriate JavaScript code.

To go to the target page when the user clicks on the Div, make sure the **Event** is set to onClick

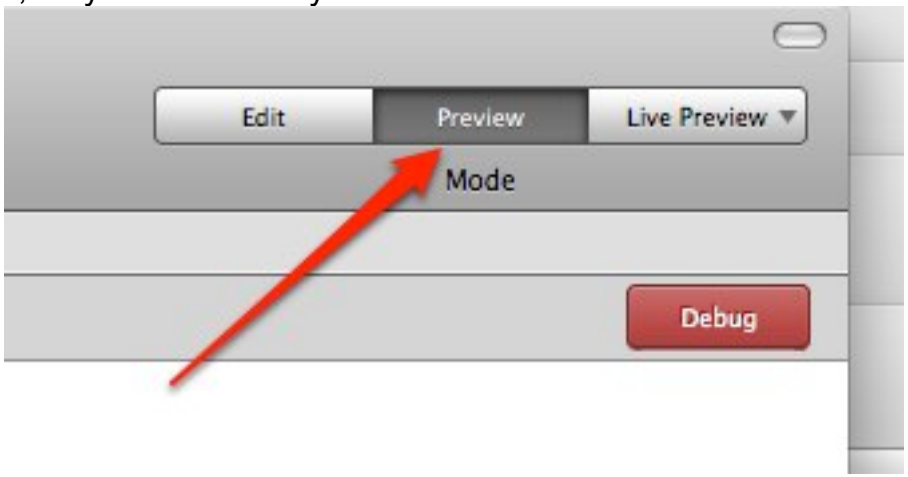


STEP 5
Once you are happy with your parameters, press the Attach to Selected Object button, which attaches the JavaScript to the Div we just created.

To indicate the Div has an action attached, a marker will appear on the Div.



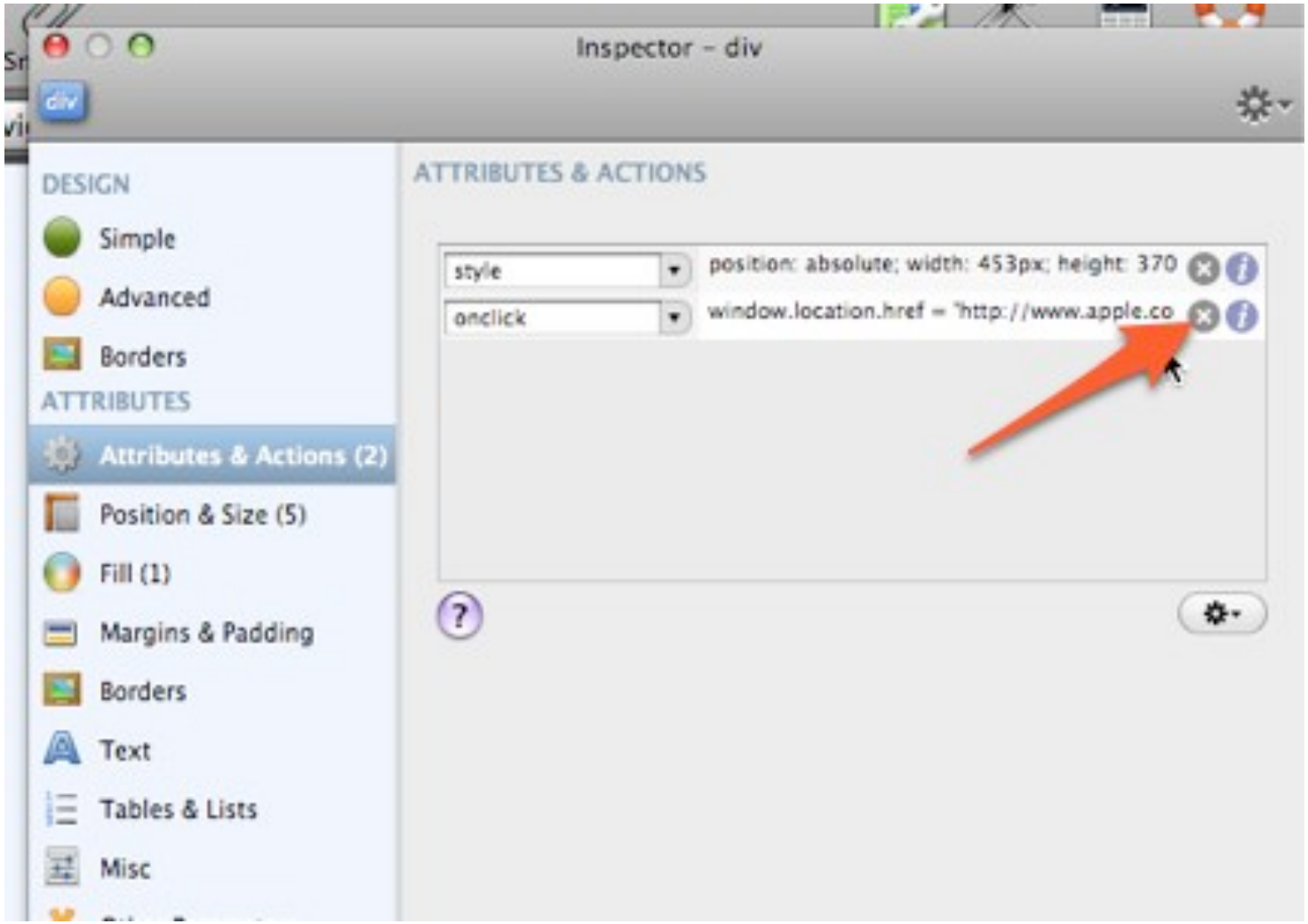
DONE!
You've now attached a JavaScript action, so you can now try it out in the Preview mode.



DELETING AN ACTION

DELETING THE ACTION

You can delete the action you just made using the **Inspector** in the **Attributes & Actions** section.



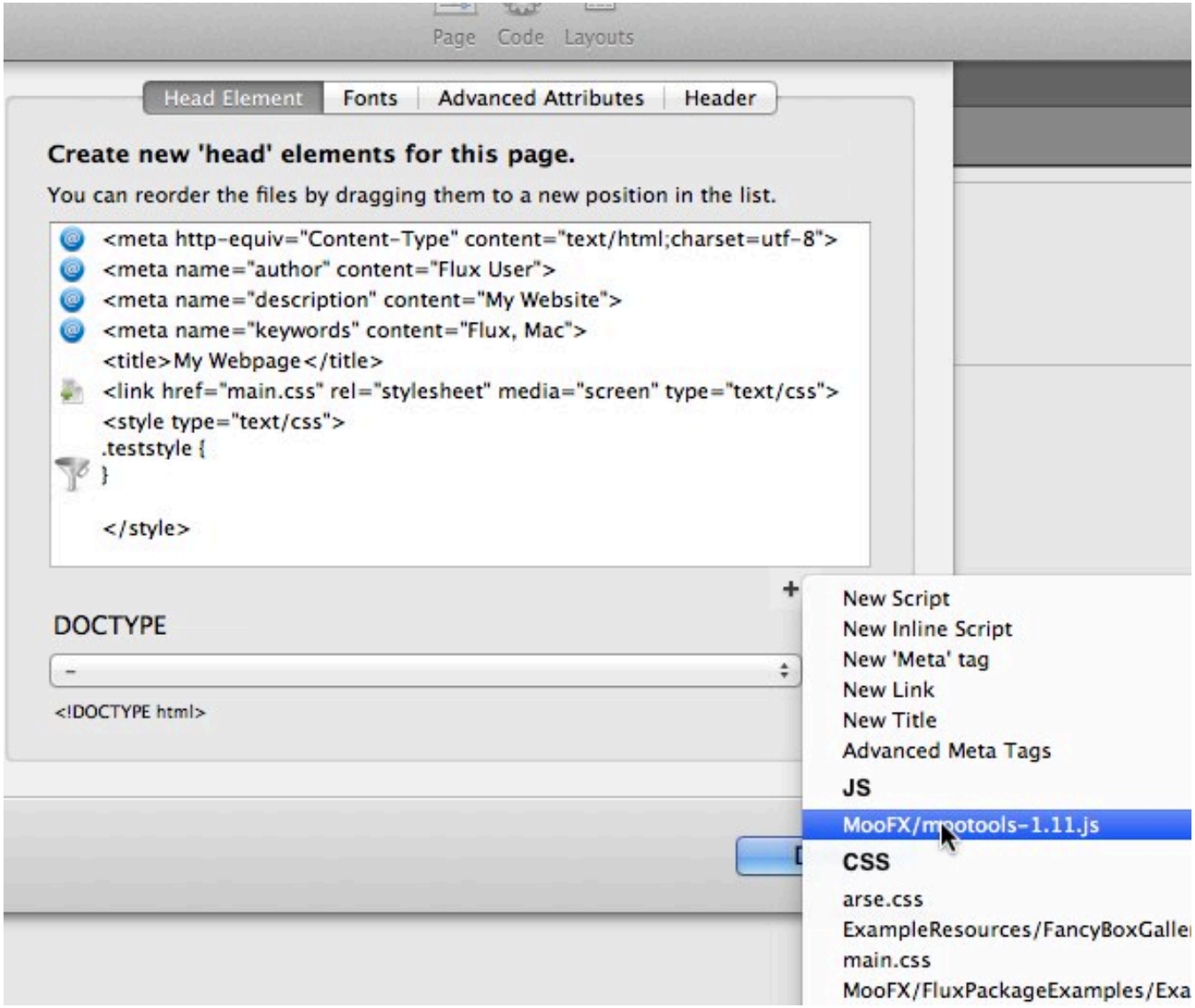
ADVANCED JAVASCRIPT

In this chapter we are going to attach a Moo.FX action to an element on the page.

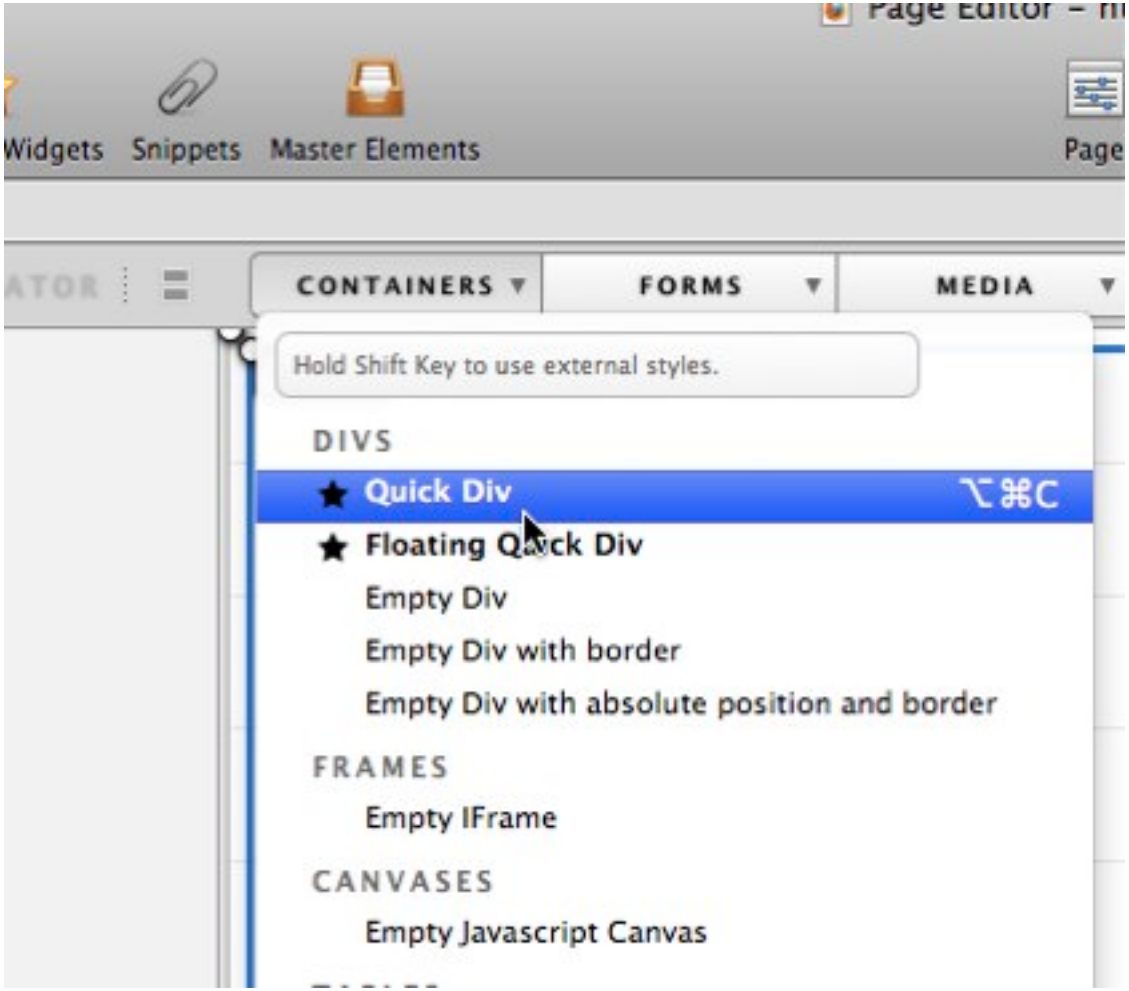
STEP 1
Install the Moo.FX package into your project.
See Installing Packages.

STEP 2
Open or create a simple page for us to work on.

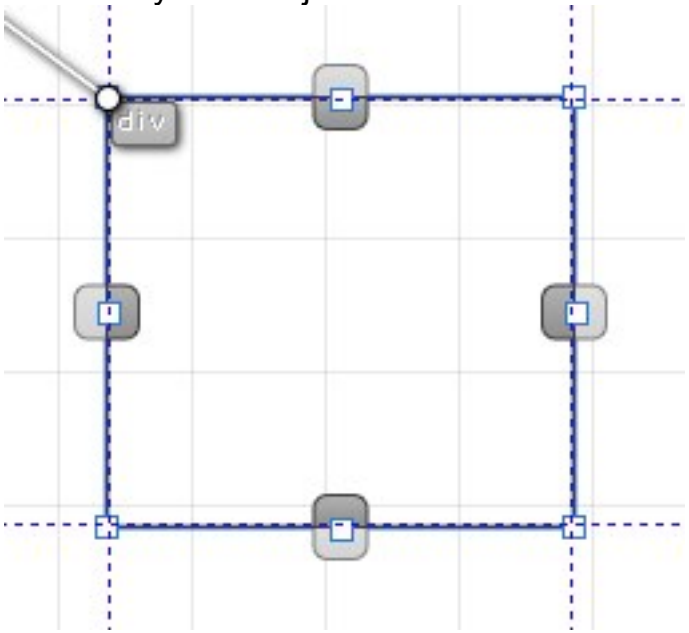
STEP 3
Add the Moo.FX JavaScript library to your page using the 'Page Attributes' panel. Dismiss Page Attributes by pressing Done.



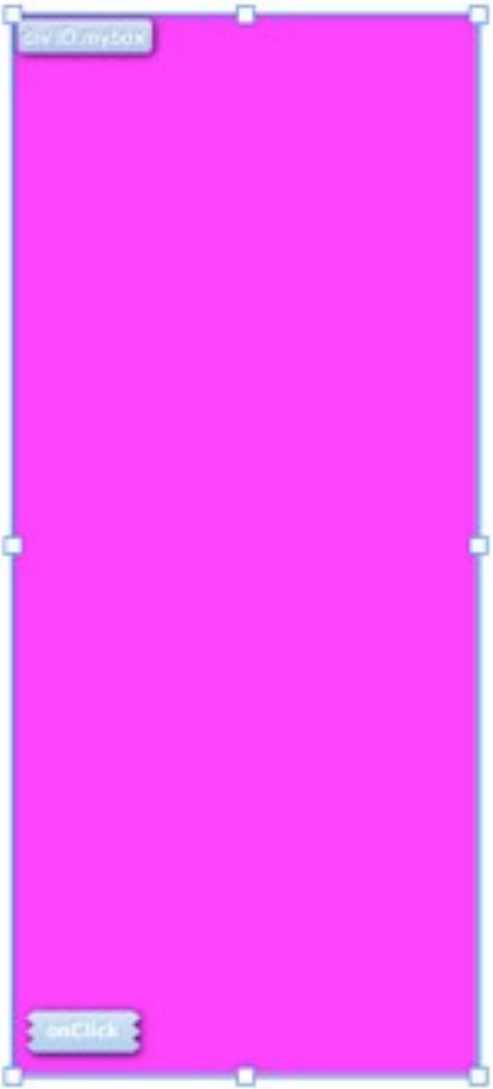
STEP 4
Next, create an element to attach an action to, for example a simple div that we can create with 'Quick Div'

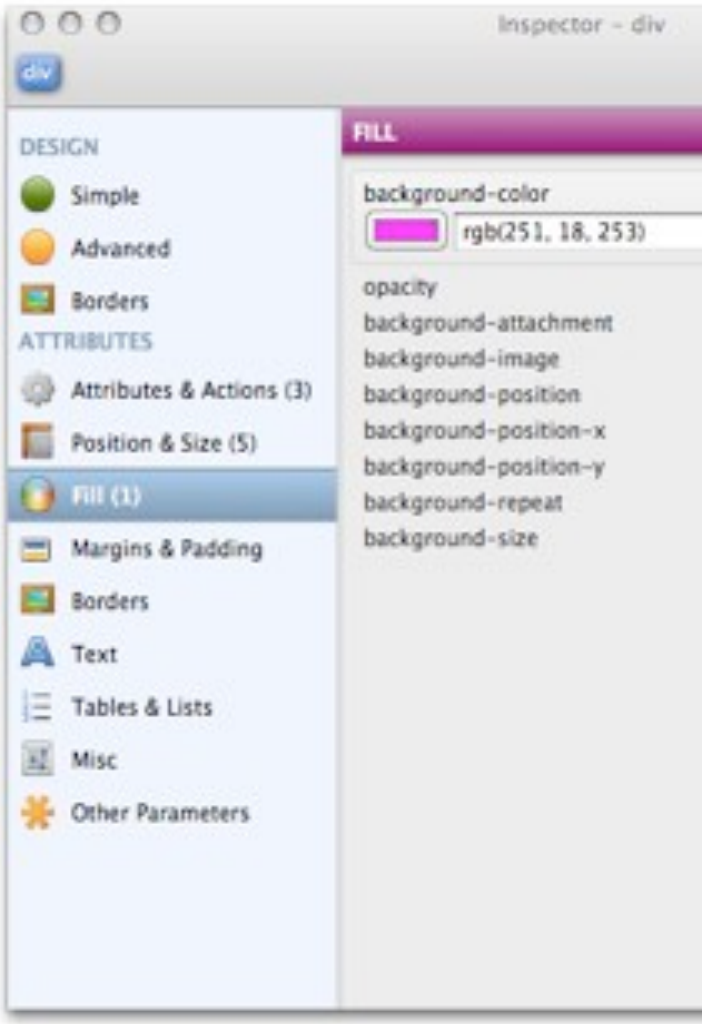


Make sure the Div you have just created is selected.

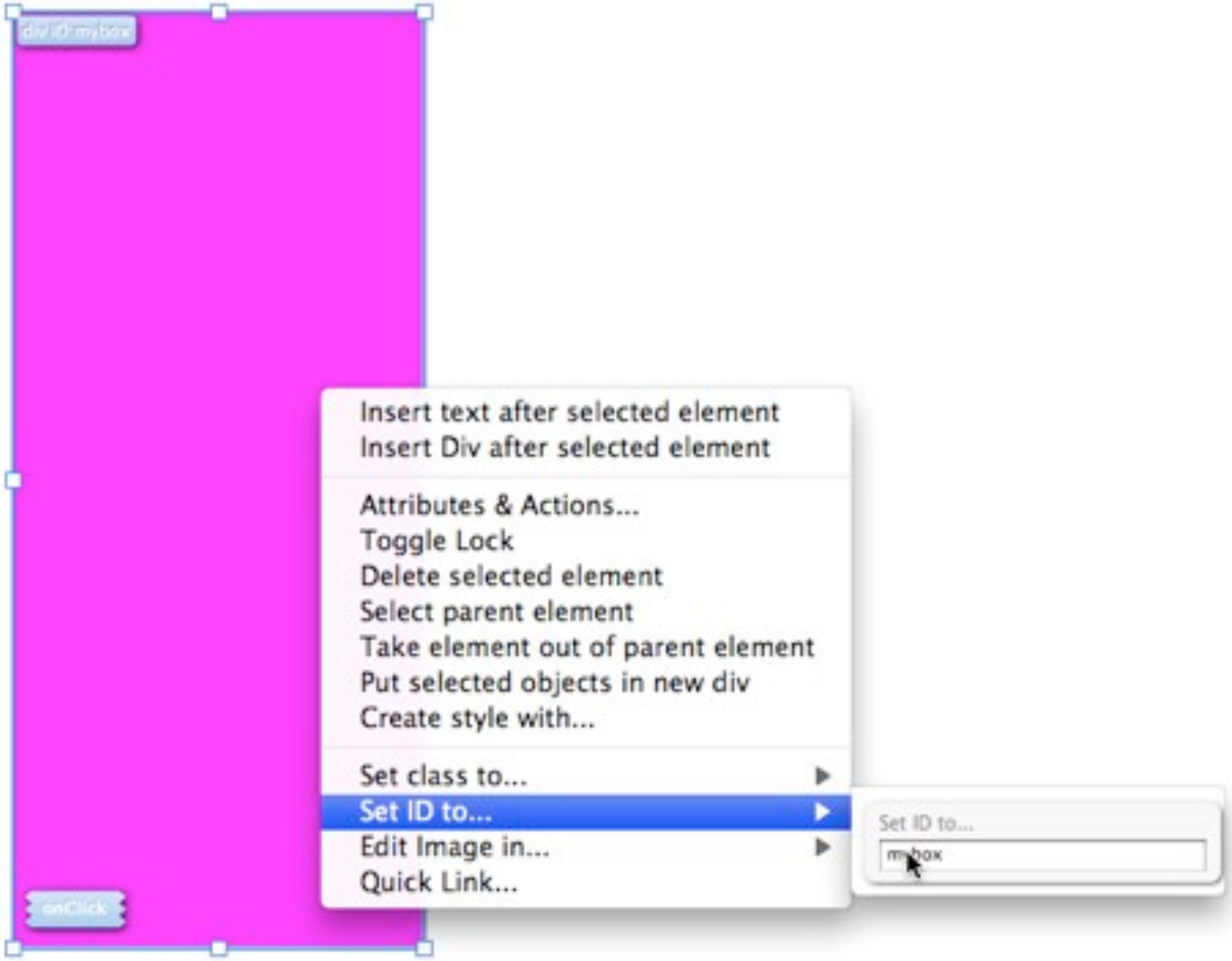


STEP 5
Now use the **Inspector** to give the new Div a colour, this can be anything you like, it's just so you can see the Div when you preview it.





Now give the Div an ID, this can be done with the contextual menu in Flux, select the Div, and click the **right mouse button** (Ctrl-Click on laptop Macs). Now enter a new ID for the element in the menu, this can be any name you like but should not include spaces.

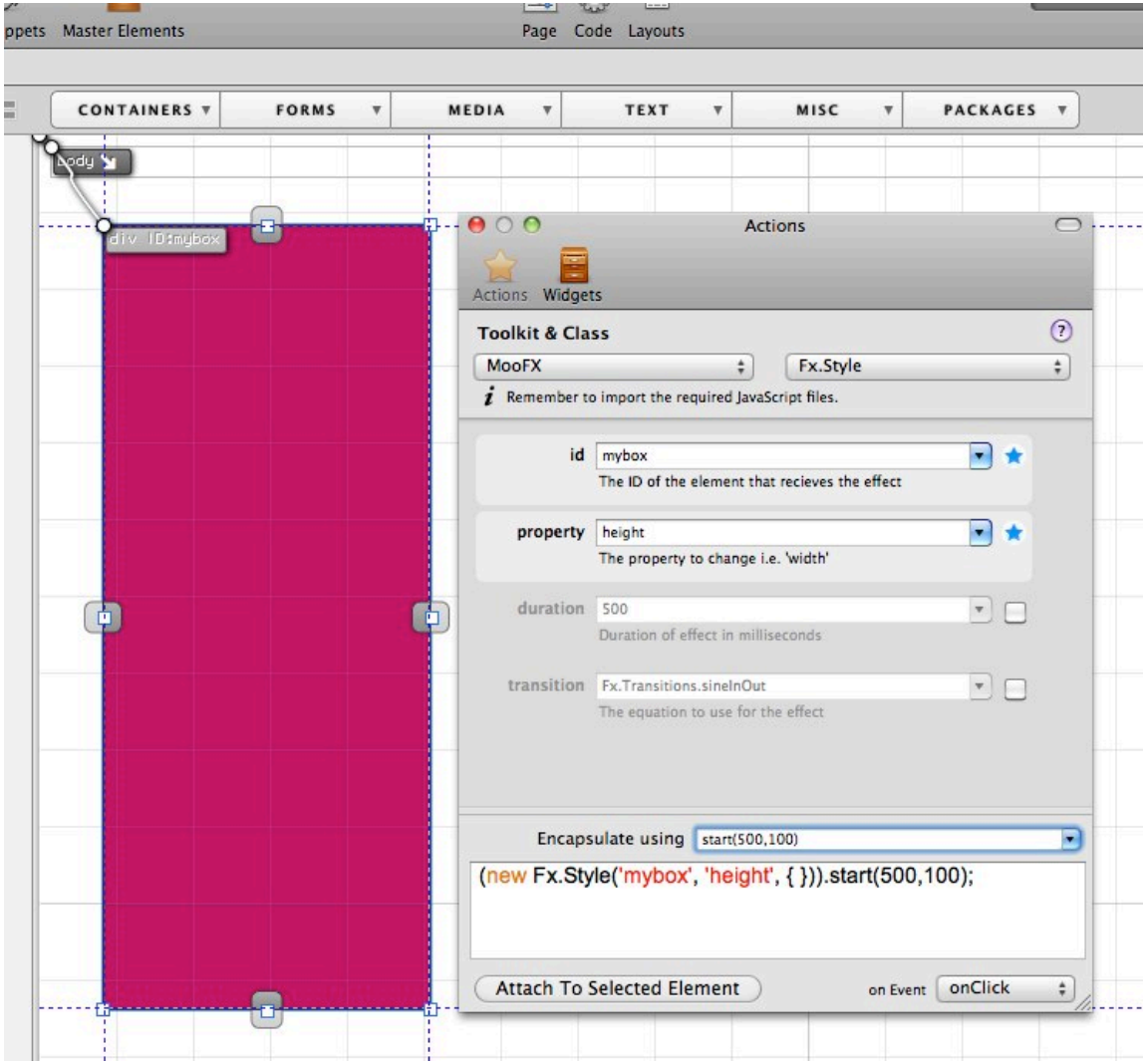


STEP 6
We can use one of the effects from Moo.FX on this element, by using the Actions palette. To use the Actions palette you need to take the following steps:

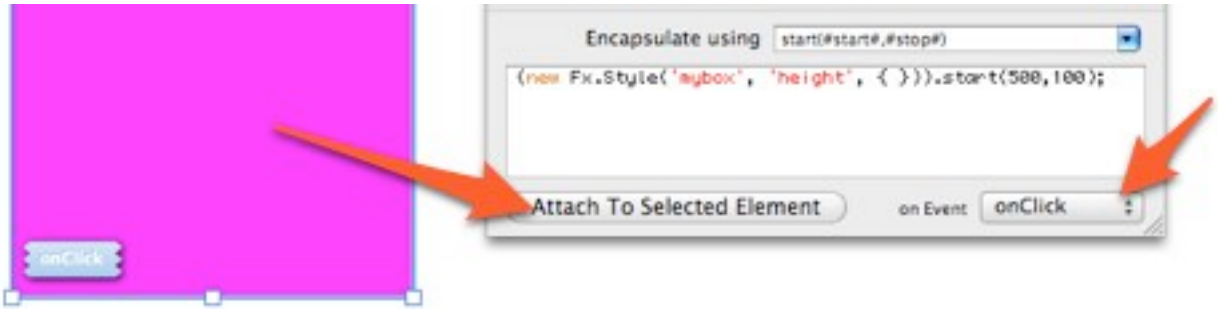
1. Choose 'MooFX' as your toolkit in the top left of the Actions palette.

2. Choose 'Fx.Style' as the class to use.
3. Now for the ID of the element, choose or type in the ID you gave your new Div.
4. Now choose 'height' for the property you want to change.
5. Now choose to encapsulate this with a method call of 'start'
6. Now in the code editing area, you can change the values in the start() method to reflect the height of your Div, and the height you want to change to.

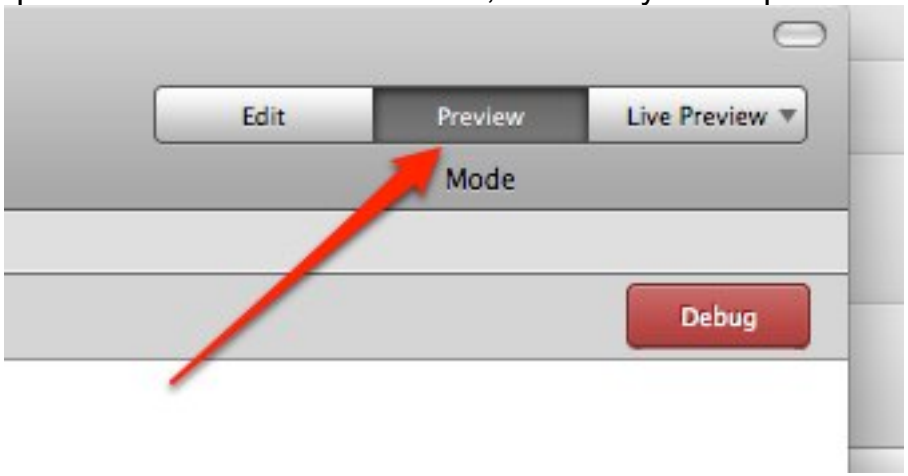
```
(new Fx.Style('mybox', 'height',
{ })).start(500,100);
```



7. Now you can attach this action to the selected element and preview your page.



DONE!
You've now attached a JavaScript action, so you can now try it out in the **Preview** mode. When you click your Div, it should now change height with a smooth animation. MooFX provides lots of effects like this, and many are exposed through the **Actions** palette.



GOOGLE ADSENSE

AdSense is an ad serving application run by Google Inc. Website owners can enroll in this program to enable text, image, and video advertisements on their websites.

You can use Adsense in Flux very easily.

STEP 1
Obtain your advertising code from your Adsense account, it'll look something like this

```
<script type="text/javascript" ><!--
google_ad_client = "pub-9752748337765590";
/* 300x250, created 09/02/10 */
google_ad_slot = "4445662943";
google_ad_width = 300;
google_ad_height = 250;
//--<
</script<

<script type="text/javascript" src="http://pagead2.googlesyndication.com/pagead/show_ads.js">
</script>
```

STEP 2
Simply paste this code in your **body** element using Flux's Code Editor. It's a good idea to use a DIV to contain the code, to keep it seperate, and to allow you to move the ad around the page.
You won't see the ad display in Flux's Edit view.

DONE!
Now, when you preview (or publish) your site, the Google Adsense adverts will display on your page.

TIP
If you've only just created the Adsense code, it can take up to 10 minutes for ads to start functioning.

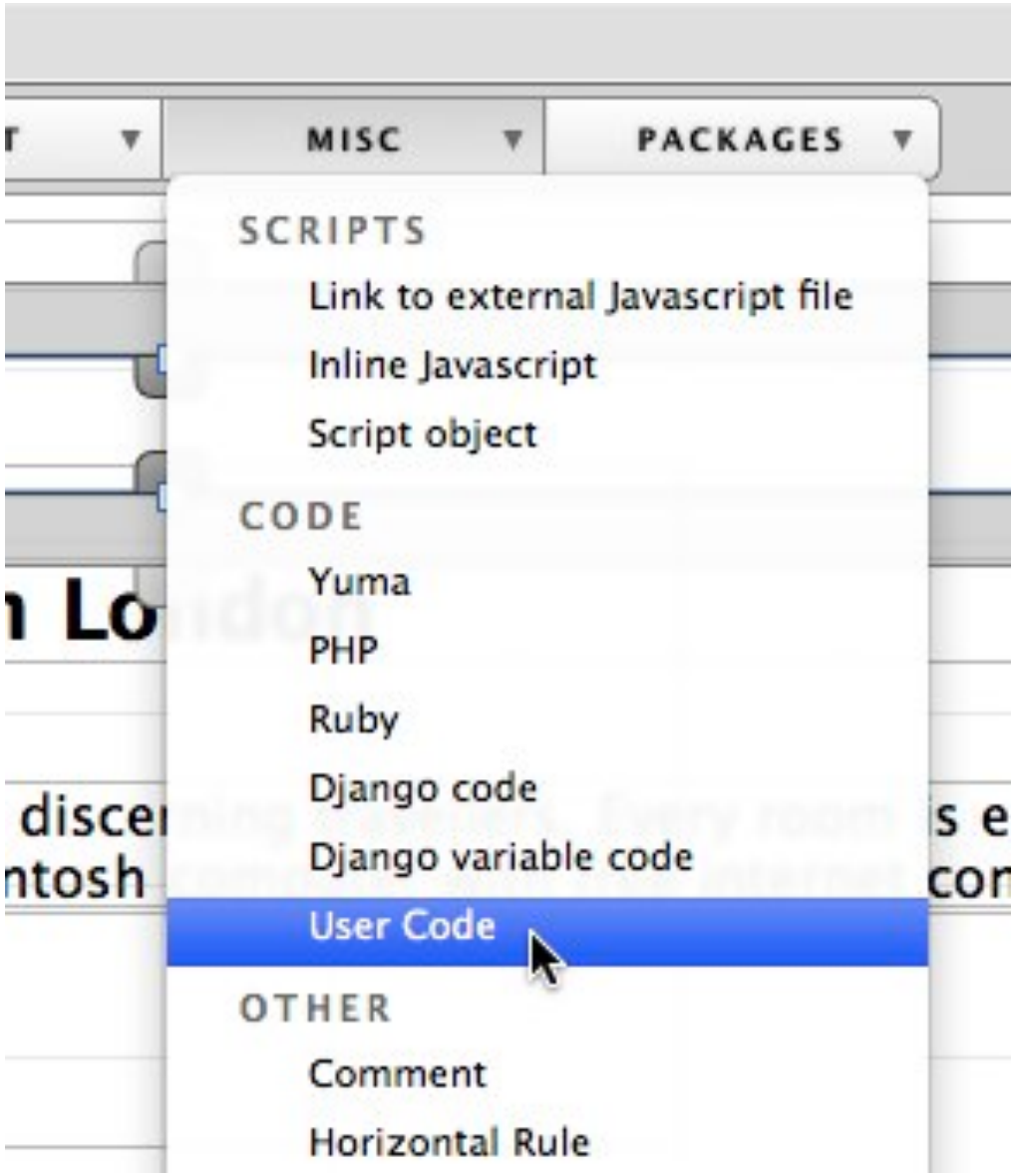
USER CODE

WHAT IS USER CODE?

User Code objects allow you, the page designer, to embed any code into a web page, HTML, JavaScript, or anything else.

The main reason you would want to do this, is if you have some code that you don't want Flux to interpret, for example, non-compliant HTML for legacy reasons.

Note : This feature is not available in **FreeCode** mode as it is not required.



DOCTYPES

An example DOCTYPE below.

```
<!DOCTYPE html PUBLIC "-W3CDTD XHTML 1.1EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
```

A Document Type Declaration, or DOCTYPE, is an instruction that associates a particular HTML file with a Document Type Definition (DTD) (for example, the formal definition of a particular version of HTML).

In the serialized form of the document, it manifests as a short string of markup that conforms to a particular syntax.

A DOCTYPE is always the first line in the file.

```
<!DOCTYPE html PUBLIC "-W3CDTD XHTML 1.1EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<HTML>
<HEAD>
<TITLE>My Webpage</TITLE>
</HEAD>
....
```

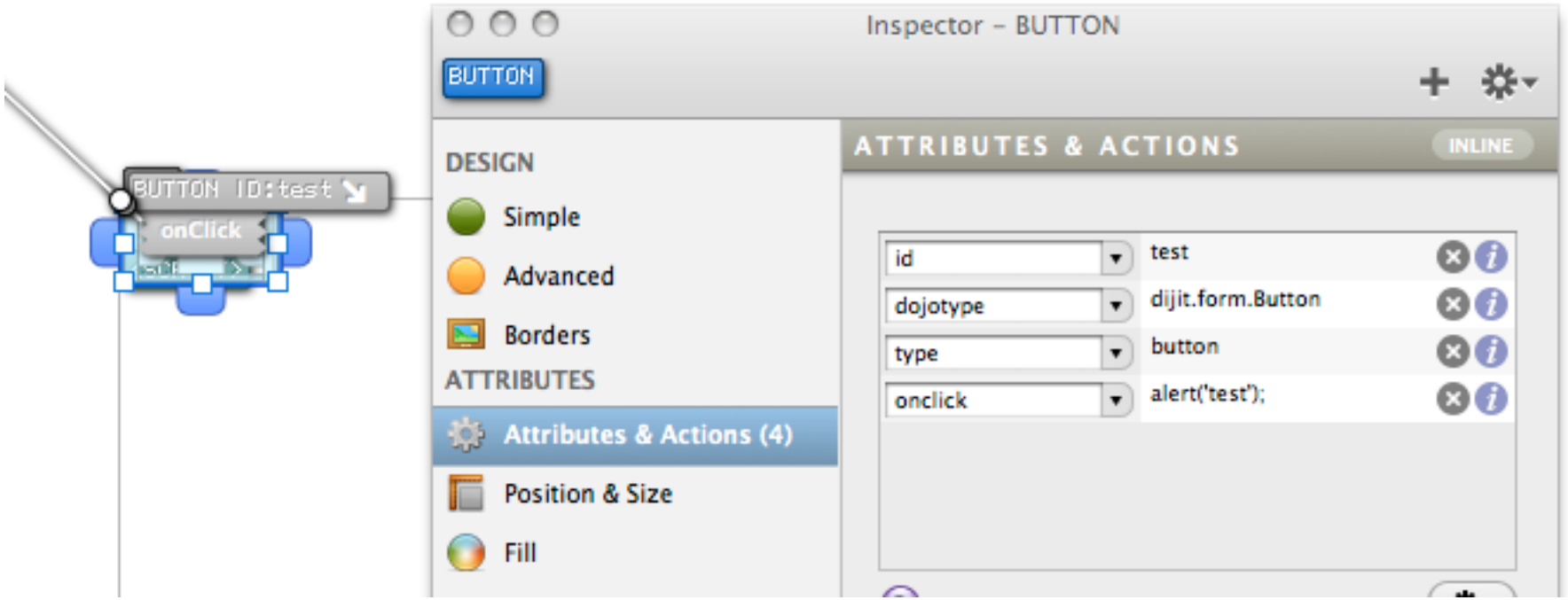
The are many DOCTYPEs in the Snippets library ready for use. This is especially useful in FreeCode where the DOCTYPE may need to be altered manually.

DOJO

Dojo is a powerful toolkit used to create buttons and other widgets on your pages.

BUTTONS

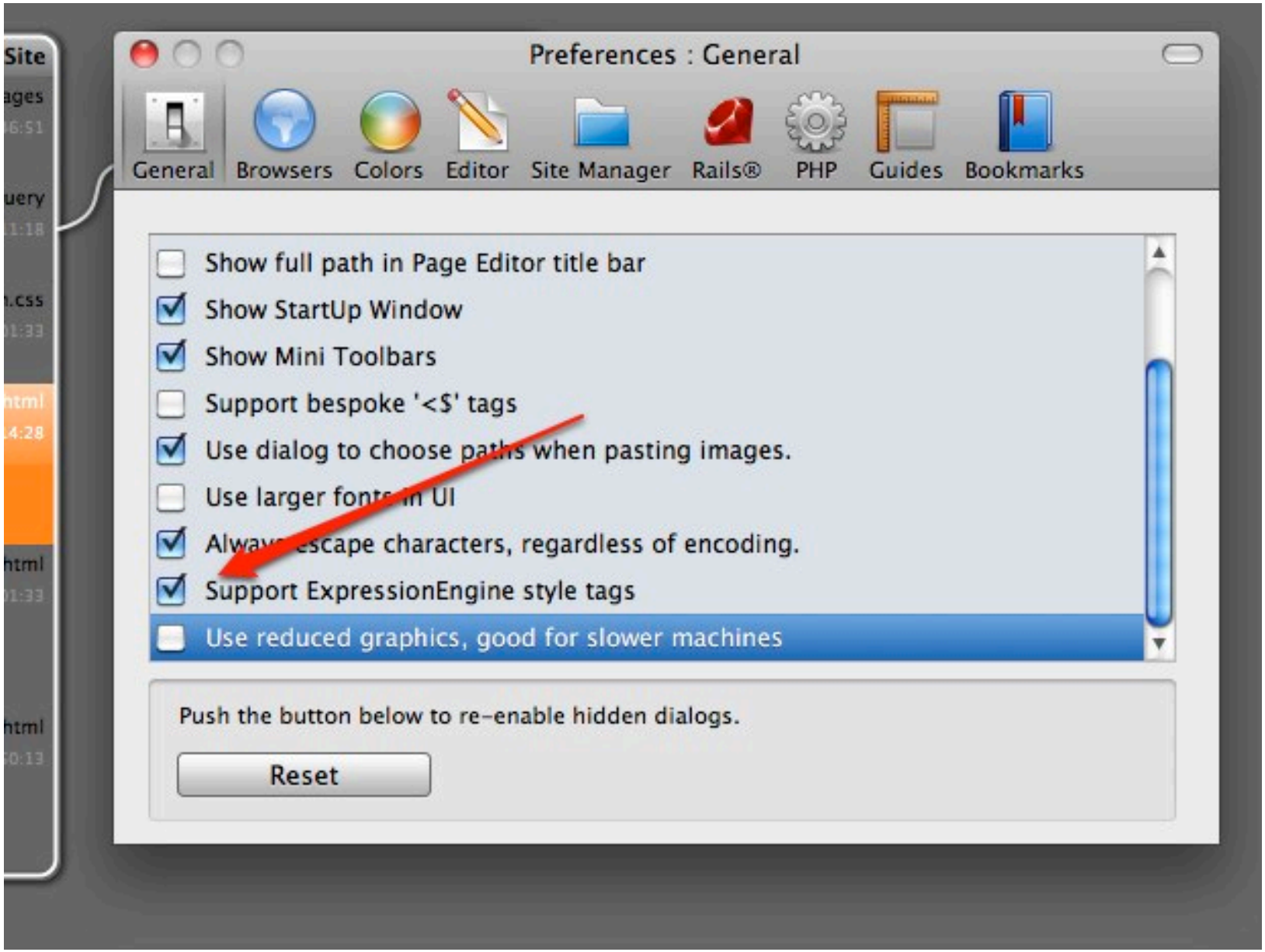
Buttons are probably the simplest widget in the Dojo toolkit. After using the widgets gallery to insert a button, you simply need to assign an action, the 'onclick' actions is usually appropriate.



EXPRESSION ENGINE

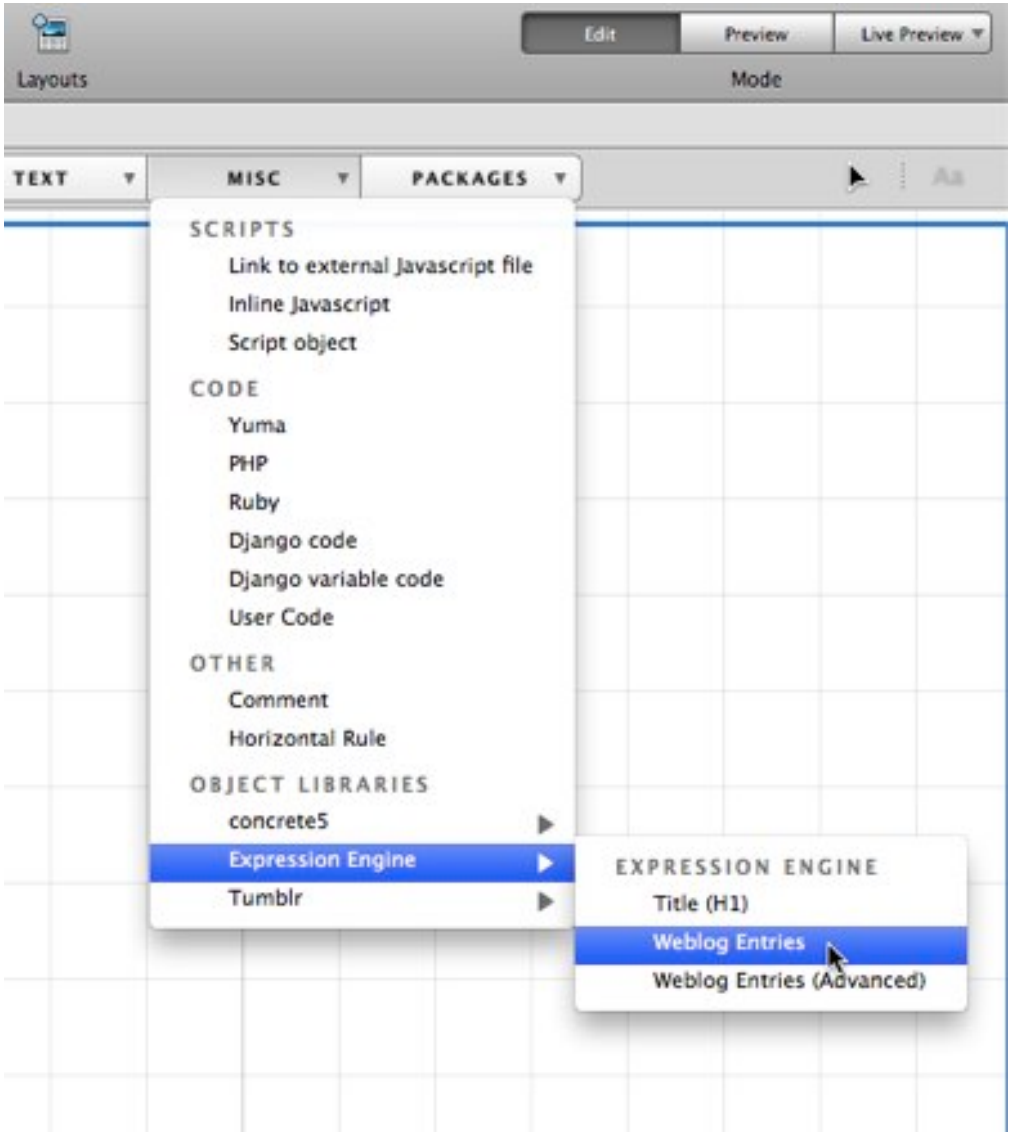
Expression Engine is a content management system (CMS).

To use Flux to edit Expression Engine templates, you need to enable it's support in the Preferences.



USING EXPRESSION ENGINE TAGS

Flux has an Object Library for Expression Engine, so simply choose the tag you want to insert from the menu.



LITMUS

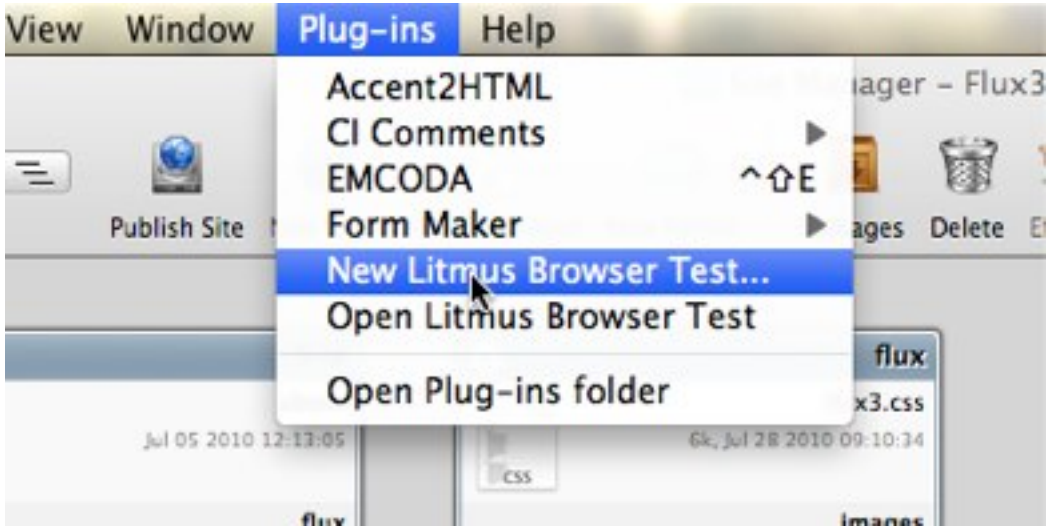
Litmus is a 3rd Party service for testing web pages on an array of different web browsers.

http://litmusapp.com/alkaline/

USING LITMUS WITH FLUX

To use the Litmus service with Flux, first download the **Alkaline** application from the above link and install it into your applications folder.

Also download the Coda plugin for Alkaline, and copy it into your **Flux** plugins folder. (You can easily open this folder by choosing the **Open Plug-ins folder** from Flux's **Plug-ins** menu.)



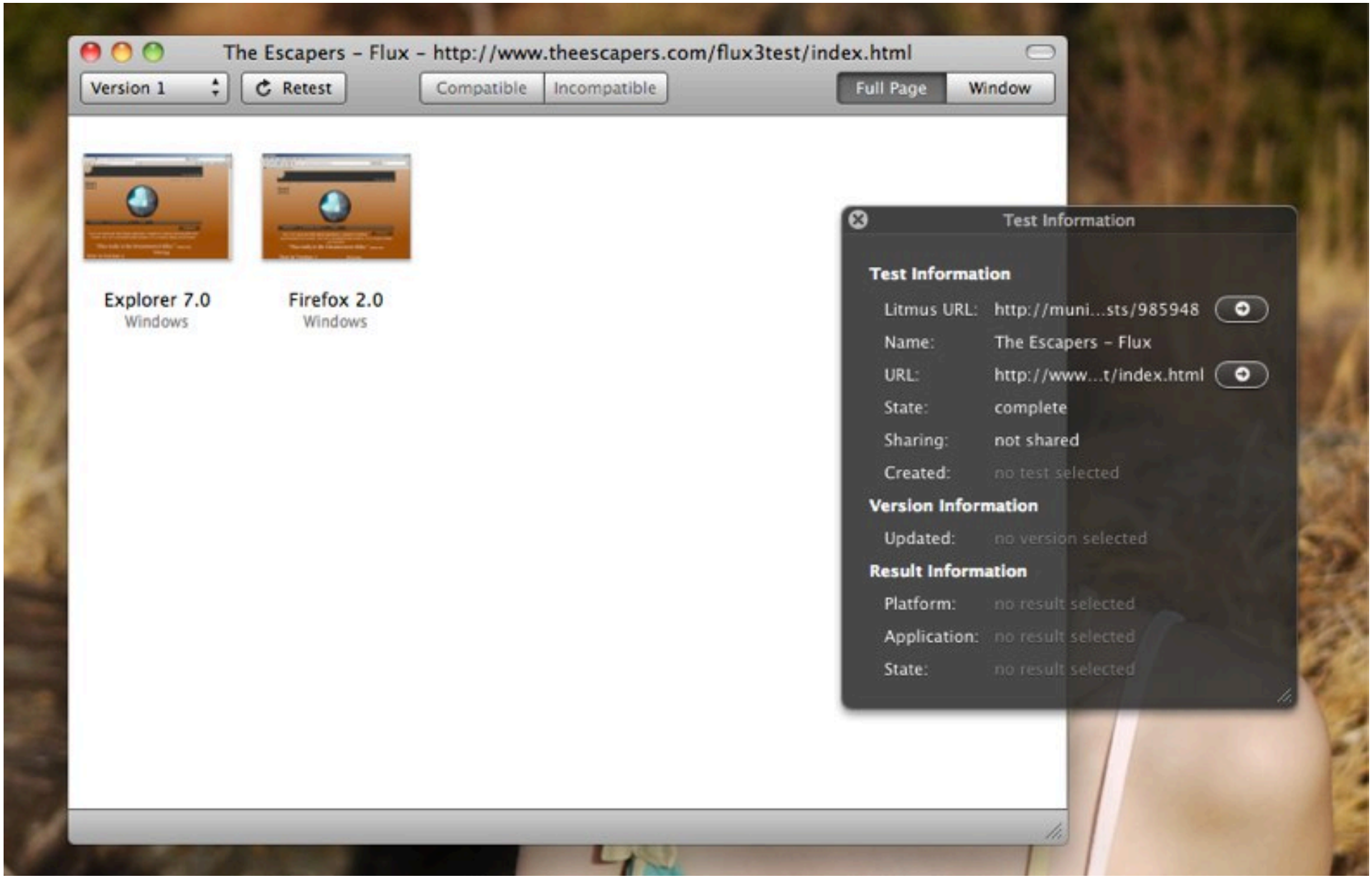
Flux supports many, but not all Coda plugins

For the plug-in to be recognized, you need to restart Flux.

You can now use the menu entries shown above, please note however, Litmus can only test 'online' pages, so you need to setup a custom URL in Flux, so Flux can tell Litmus where your page is on the web.

If you haven't setup a Custom URL. Flux will prompt you to do so.

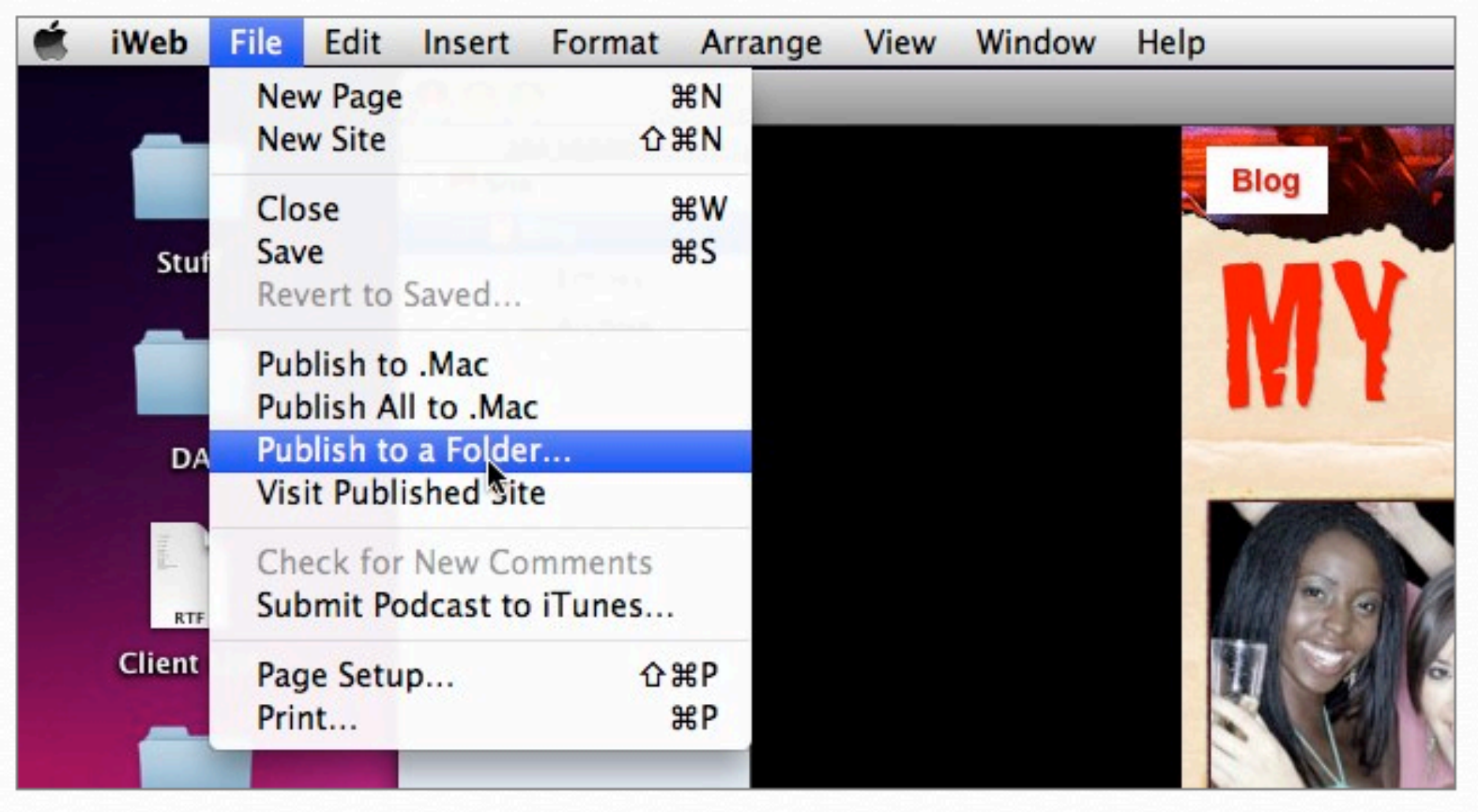
Once this has been setup, the menu entries will launch the Alkaline application and direct it to the URL you have specified for the page.



IMPORT FROM iWEB

Flux can import sites created in iWeb, and it is very simple.

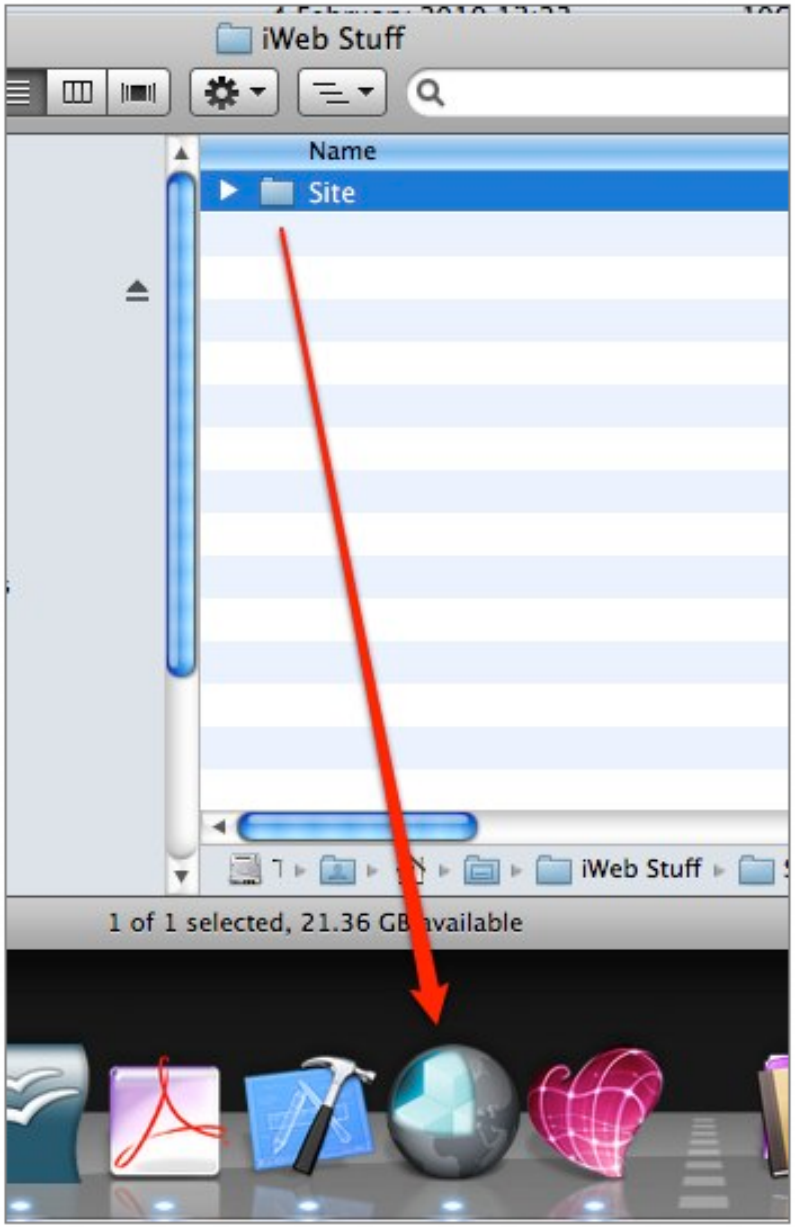
First, publish the site to a folder.



LOAD INTO FLUX

Now simply drag the exported folder to Flux, just like any other project.

Note : The layout of iWeb sites can seem a little odd! But they will work fine in Flux.



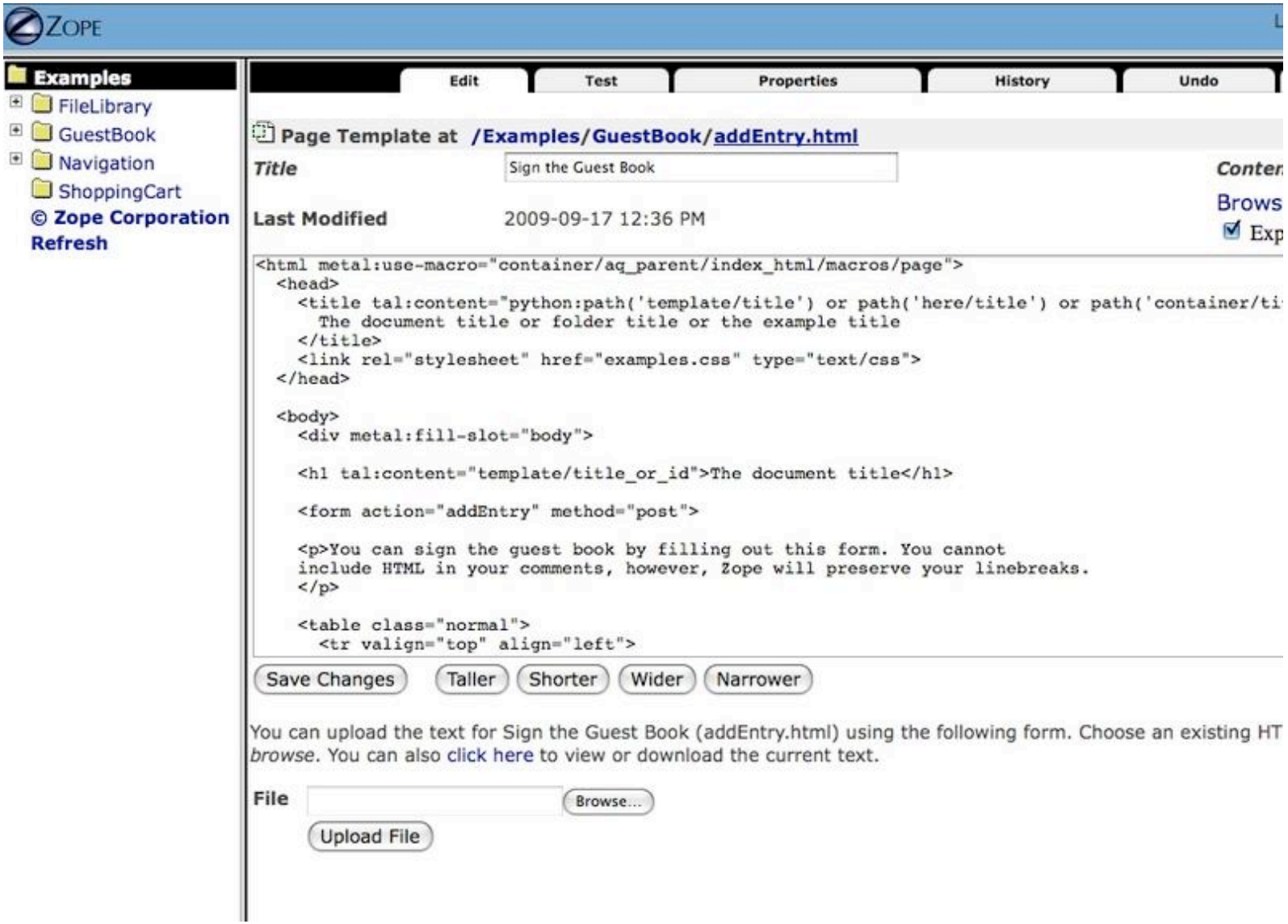
USING ZOPE WITH FLUX

Zope is a free and open-source, object-oriented web application server written in the Python programming language.

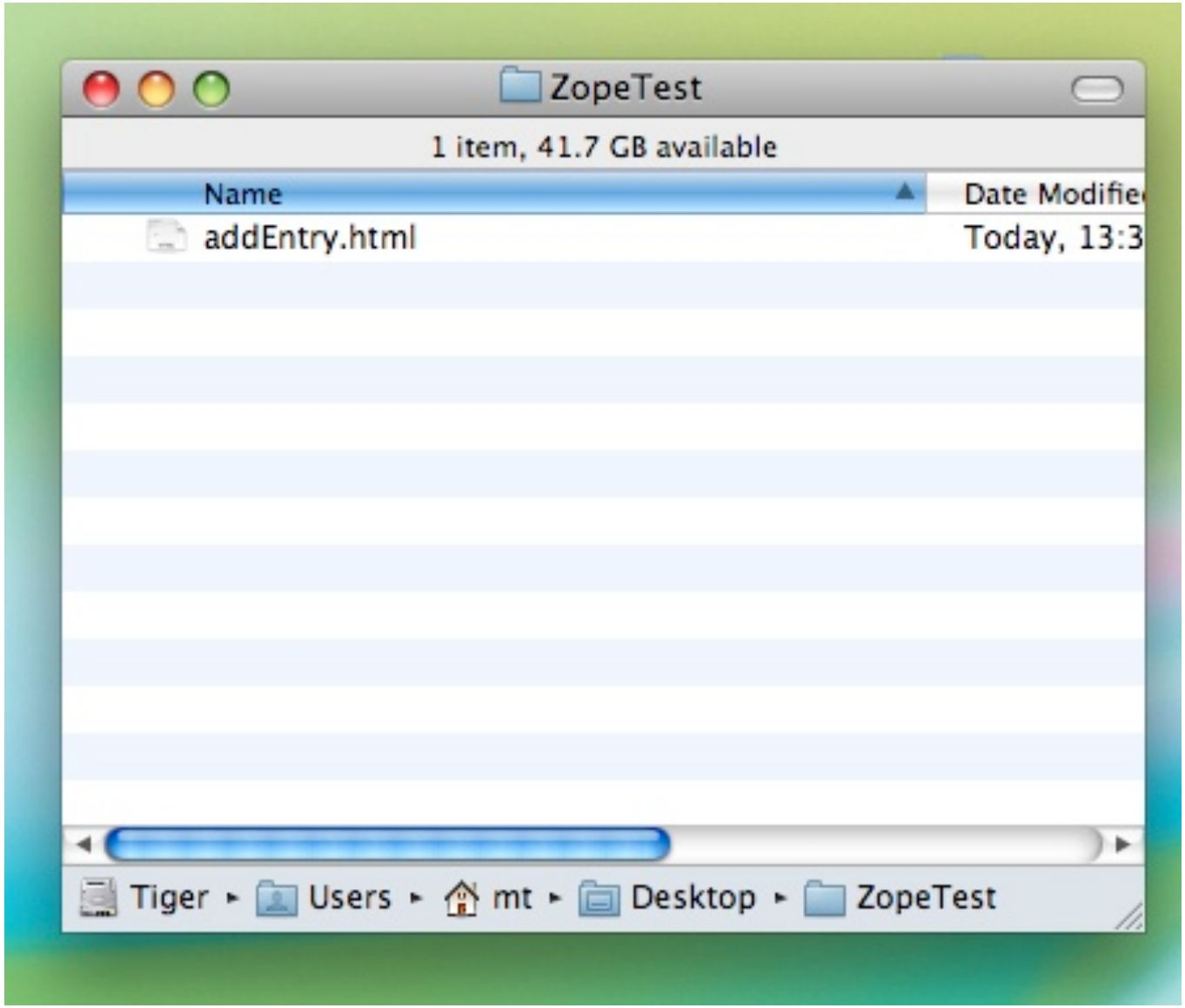
EDITING A ZOPE TEMPLATE USING FLUX
Zope HTML templates are held in the Zope database, so first, we need to extract the HTML to a file.

NOTE
Flux can only work with Zope Page Templates, not DTML files.

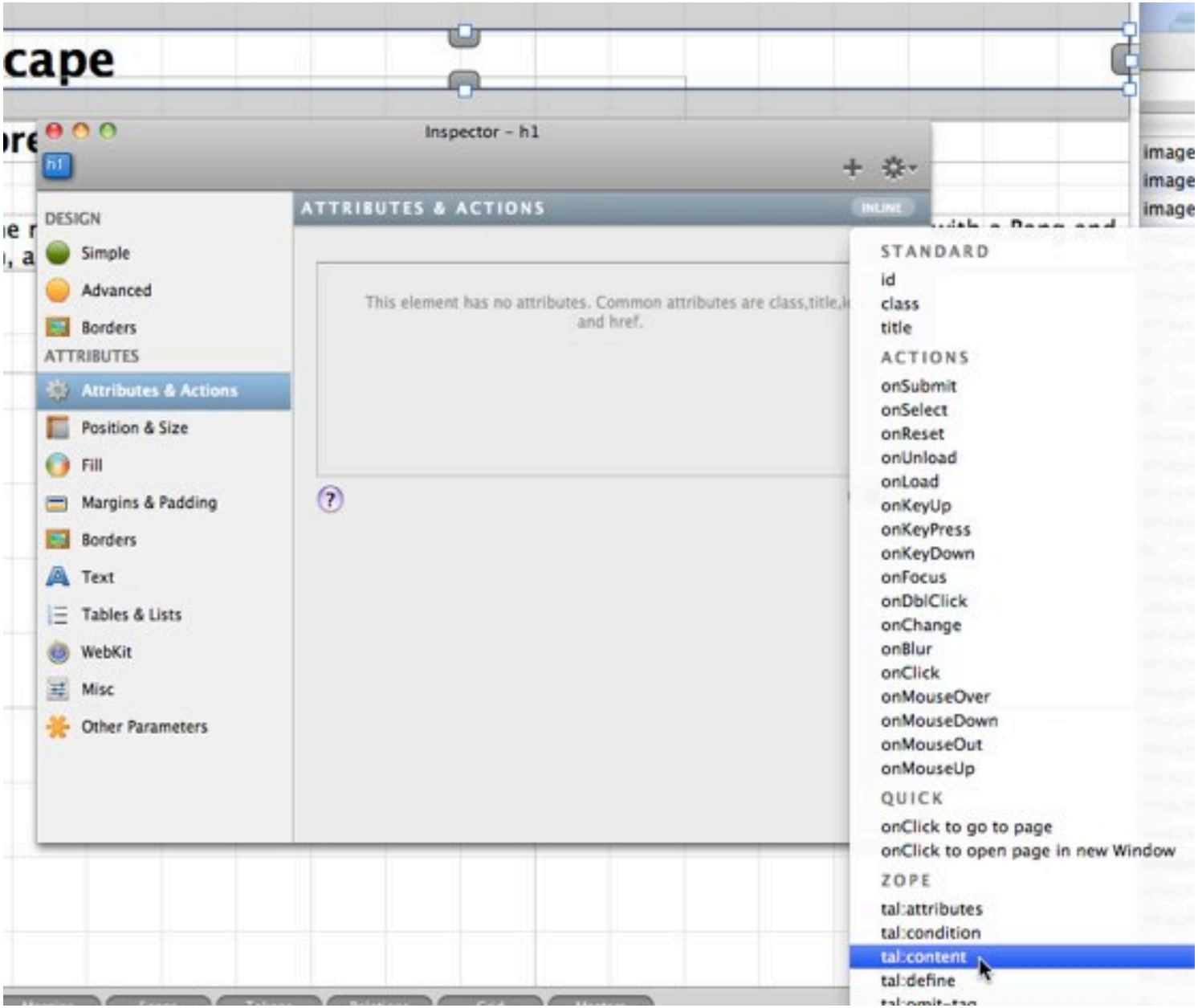
STEP 1
First, login to the Zope management system, and find the file you want to edit. In the picture below, we are editing one of the standard examples.



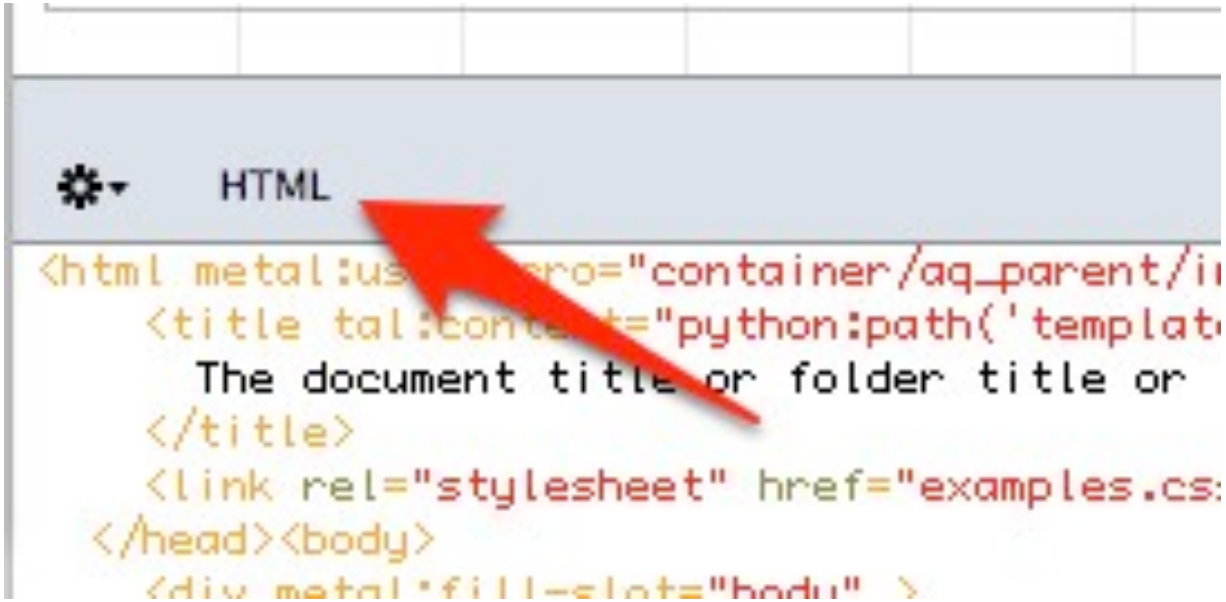
STEP 2
Copy and paste the HTML code into a text editor, and save the file into a brand new folder.



STEP 3
Now, drag the new folder (not the file) to Flux to open it as a website.
You can now edit this web page like any other page in Flux.
Flux has built-in support for Zope attributes to make editing the page even easier.



STEP 4
Once you have finished editing your file, we need to import it back into Zope. The easiest way to do this is to open the Flux Code Editor (Command-3), make sure you are viewing the whole file by pressing the HTML tag.



Copy the HTML from the Flux Code Editor, paste back into the Zope Management System and press 'Save Changes'

DONE!
Now, when you visit your Zope based site, the changes should have taken effect.

TIP
See Custom Preview URLs to make editing Zope sites even easier!

ZOPE AND EXPANDRIVE

Zope is a free and open-source, object-oriented web application server written in the Python programming language.

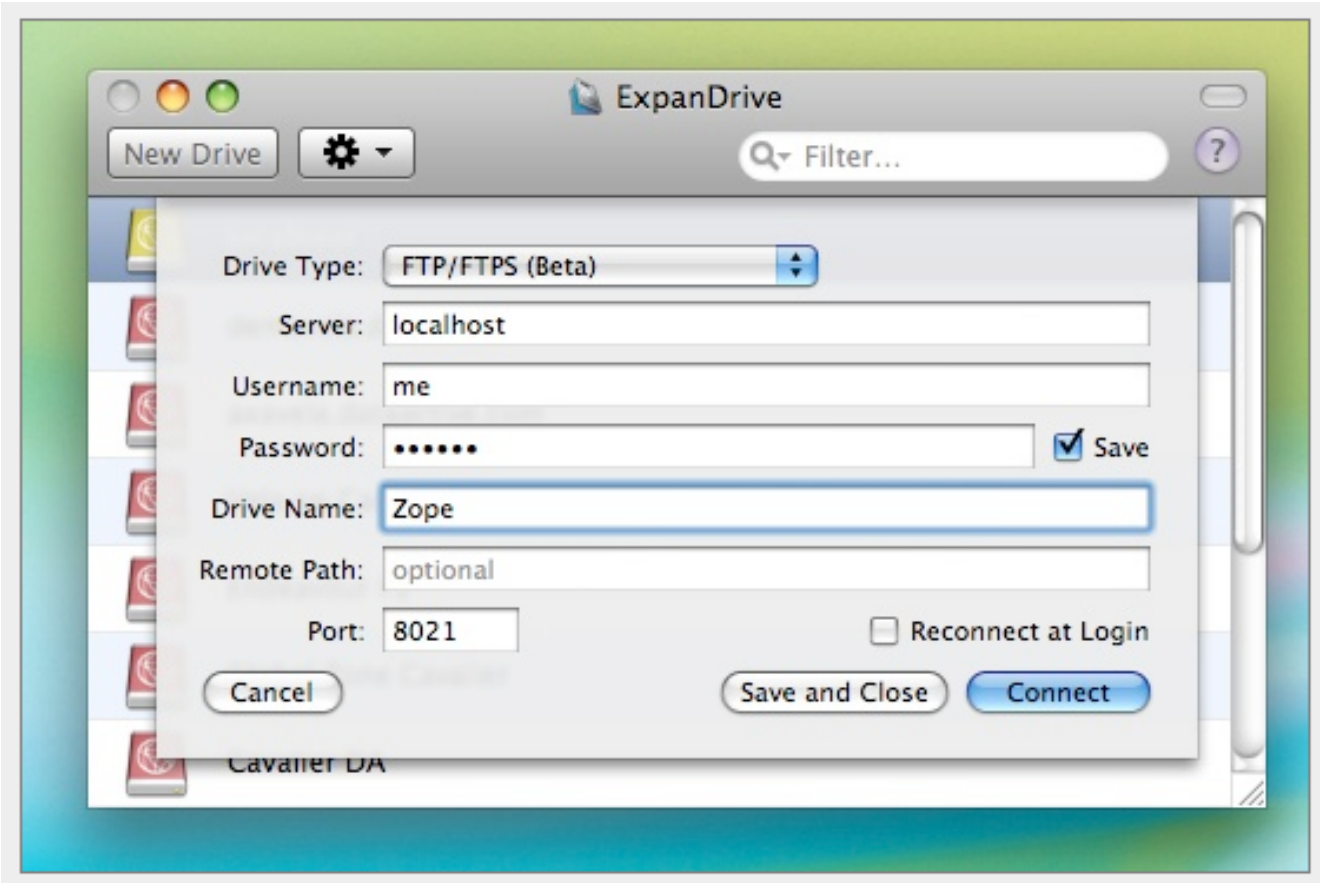
ExpanDrive is a 3rd Party product that allows the mounting of FTP and SFTP servers as filesytems.

EDITING A ZOPE TEMPLATE USING FLUX

Using ExpanDrive, we can mount the Zope database as a filesystem, and treat it like any other Flux project.

NOTE
Flux can only work with Zope Page Templates, not DTML files.

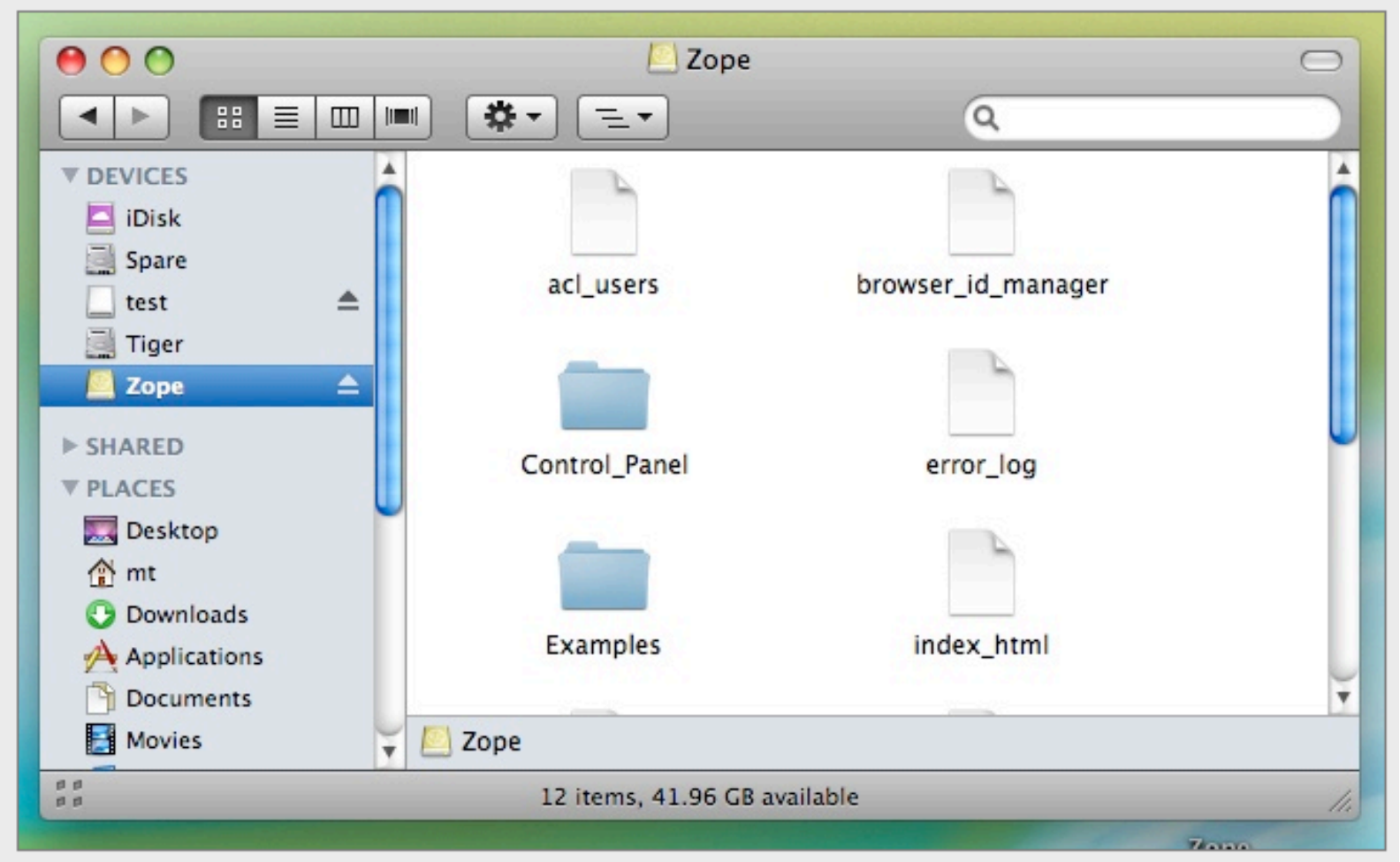
STEP 1
First, mount the Zope FTP server using ExpanDrive, the host and port may be different on your installation, check with the person who installed Zope if you are not sure.



STEP 2
You can now navigate using the Finder to find your page templates.

STEP 3
Open the folder containing your page templates using Flux in the normal way, the easiest way to do this is to simply drag the folder onto the Flux icon on the Dock.

STEP 4
The folder will open like any normal Flux project, although you may find it to run a little slower than usual, this is due to the FTP overhead. This slowdown will be quite apparent if your Zope server is on a different machine to the one running Flux. Edit and save your pages as you normally would.



DONE!
Now, when you visit your Zope based site, the changes should have taken effect.

TIP
See Custom Preview URLs to make editing Zope sites even easier!

ZOPE AND WEBDAV

Zope is a free and open-source, object-oriented web application server written in the Python programming language.

Web-based Distributed Authoring and Versioning, or WebDAV, is a set of extensions to the Hypertext Transfer Protocol (HTTP) that allows users to edit and manage files collaboratively on remote World Wide Web servers.

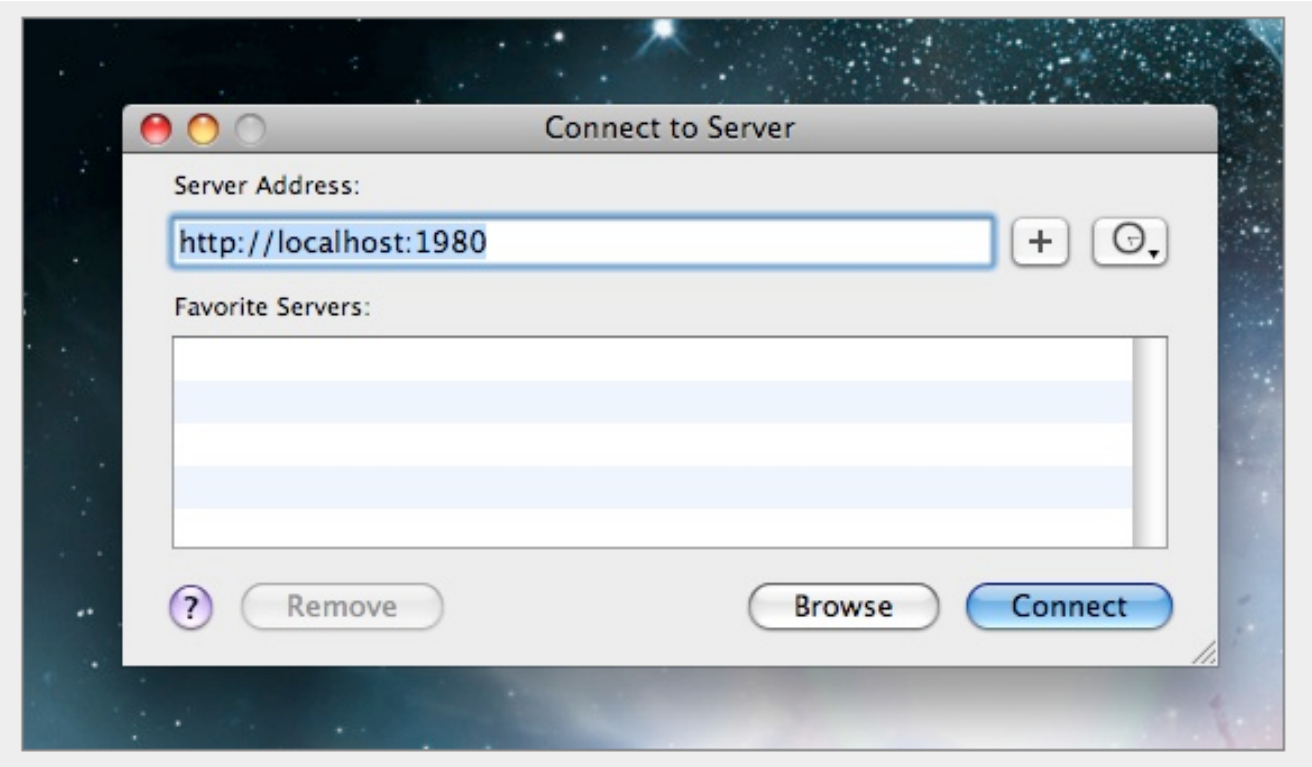
Mac OS X has built-in support for WebDav, so no other software is required.

EDITING A ZOPE TEMPLATE USING FLUX

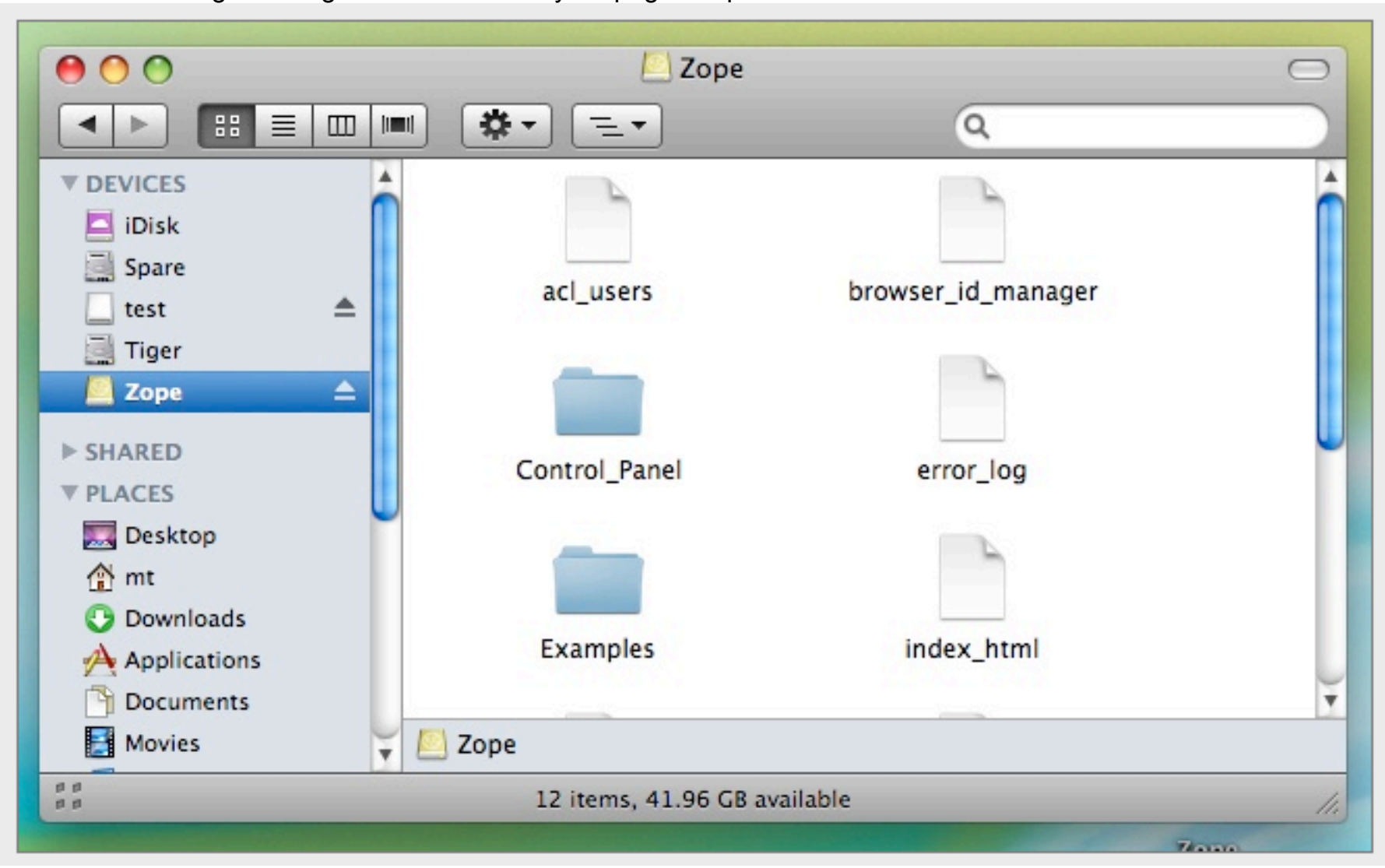
We can use the Command-K shortcut in the Finder to mount a WebDav volume, and treat the folders within it like any other Flux project.

NOTE
Flux can only work with Zope Page Templates, not DTML files.

STEP 1
First, mount the Zope WebDav server using the Finder (Command-K), the host and port may be different on your installation, check with the person who installed Zope if you are not sure.



STEP 2
You can now navigate using the Finder to find your page templates.



STEP 3
Open the folder containing your page templates using Flux in the normal way, the easiest way to do this is to simply drag the folder onto the Flux icon on the Dock.

STEP 4
The folder will open like any normal Flux project, although you may find it to run a little slower than usual, this is due to the network overhead. This slowdown will be quite apparent if your Zope server is on a different machine to the one running Flux. Edit and save your pages as you normally would.

DONE!
Now, when you visit your Zope based site, the changes should have taken effect.

TIP
See Custom Preview URLs to make editing Zope sites even easier!

TIPS

HOLD OPTION WHEN DRAGGING
Holding the Option Key (Alt) will prevent deselection of the selected element, so you can drag objects which are hidden below other objects.

HOLD SHIFT WHEN ADJUST PADDING OR MARGIN TO CHANGE ALL AT ONCE
Holding the Shift Key while changing the Padding or Margins will change all properties (i.e. left,top,bottom,right) at once. So if you want 10px on all sides, you can do it in a single mouse movement.

HOVER NOT WORKING IN FIREFOX?
Make sure your pages has a DOCTYPE set.